

FOR USE WITH

2303-C

ADVANCED DUNGEONS & DRAGONS

by Gary Gygax

THE CLERICAL SPELL LISTS

Includes cross-referenced spell descriptions!



SPECIAL REFERENCE WORK

A COMPILED VOLUME OF INFORMATION FOR PLAYERS OF
ADVANCED DUNGEONS & DRAGONS, INCLUDING:

ALL SPELLS AND DESCRIPTIONS FROM THE
PLAYERS HANDBOOK, UNEARTHED ARCANA, DUNGEON MASTERS GUIDE,
GREYHAWK ADVENTURES AND VARIOUS **DRAGON MAGAZINE** ARTICLES.



SPELL TABLES

Note: *Italicized spells* in this list originally differentiated between Players Handbook & Unearthed Arcana listings. As all spells are presented alphabetically here, italicization remains as historical artifice.

Number	1st Level (p 34)	2nd Level (p 38)	3rd Level (p 42)	4th Level (p 45)
1	Bless	<i>Aid</i>	Animate Dead	<i>Abjure</i>
2	<i>Ceremony</i>	Augury	<i>Cloudburst</i>	<i>Cloak of Fear</i>
3	<i>Combine</i>	Chant	Continual Light	Cure Serious Wounds
4	Command	Detect Charm	Create Food & Water	Detect Lie
5	Create Water	<i>Detect Life</i>	Cure Blindness	Divination
6	Cure Light Wounds	<i>Dust Devil</i>	Cure Disease	Exorcise
7	Detect Evil	<i>Enthrall</i>	<i>Death's Door</i>	<i>Giant Insect</i>
8	Detect Magic	Find Traps	Dispel Magic	<i>Imbue With Spell Ability</i>
9	<i>Endure Cold/Heat</i>	Hold Person	Feign Death	Lower Water
10	<i>Invisibility to Undead</i>	<i>Holy Symbol</i>	<i>Flame Walk</i>	Neutralize Poison
11	Light	Know Alignment	Glyph of Warding	Protection From Evil
12	<i>Magic Stone</i>	<i>Messenger</i>	Locate Object	Speak With Plants
13	<i>Penetrate Disguise</i>	Resist Fire	<i>Magical Vestment</i>	<i>Spell Immunity</i> 10' Radius
14	<i>Portent</i>	Silence 15' Radius	<i>Meld Into Stone</i>	<i>Spell Growth</i>
15	<i>Precipitation</i>	Slow Poison	<i>Negative Plane Protection</i>	Sticks to Snakes
16	Protection From Evil	Snake Charm	Prayer	Tongues
17	Purify Food & Drink	Speak With Animals	Remove Curse	
18	Remove Fear	Spiritual Hammer	<i>Remove Paralysis</i>	
19	Resist Cold	<i>Withdraw</i>	Speak With Dead	
20	Sanctuary	<i>Wyvern Watch</i>	Water Walk	



Number	5th Level (p 48)	6th Level (p 51)	7th Level (p 53)
1	<i>Air Walk</i>	Aerial Servant	Astral Spell
2	<i>Animate Dead Monsters</i>	Animate Object	Control Weather
3	Atonement	Blade Barrier	Earthquake
4	Commune	Conjure Animals	<i>Exaction</i>
5	Cure Critical Wounds	Find The Path	Gate
6	Dispel Evil	<i>Forbiddance</i>	Holy (Unholy) Word
7	Flame Strike	Heal	Regenerate
8	<i>Golem</i>	<i>Heroes' Feast</i>	Restoration
9	Insect Plague	Part Water	Resurrection
10	<i>Magic Font</i>	Speak With Monsters	<i>Succor</i>
11	Plane Shift	Stone Tell	Symbol
12	Quest	Word of Recall	Wind Walk
13	<i>Rainbow</i>		
14	Raise Dead		
15	<i>Spike Stones</i>		
16	True Seeing		

WISDOM TABLE II: ADJUSTMENTS FOR CLERICS AND DRUIDS

Ability Score	Spell Bonus	Chance of Spell Failure
9	none	20%
10	none	15%
11	none	10%
12	none	05%
13	One 1st level	0%
14	One 1st level	0%
15	One 2nd level	0%
16	One 2nd level	0%
17	One 3rd level*	0%
18	One 4th level**	0%

*Minimum wisdom for use of 6th level spells

**Minimum wisdom for use of 7th level spells

SPILLS USABLE BY CLASS AND LEVEL — CLERICS

Cleric Level	1	2	3	4	5	6	7
1	1	-	-	-	-	-	-
2	2	-	-	-	-	-	-
3	2	1	-	-	-	-	-
4	3	2	-	-	-	-	-
5	3	3	1	-	-	-	-
6	3	3	2	-	-	-	-
7	3	3	2	1	-	-	-
8	3	3	3	2	-	-	-
9	4	4	3	2	1	-	-
10	4	4	3	3	2	-	-
11	5	4	4	3	2	1*	-
12	6	5	5	3	2	2	-
13	6	6	6	4	2	2	-
14	6	6	6	5	3	2	-
15	7	7	7	5	4	2	-
16	7	7	7	6	5	3	1**
17	8	8	8	6	5	3	1
18	8	8	8	7	6	4	1
19	9	9	9	7	6	4	2
20	9	9	9	8	7	5	2
21	9	9	9	9	8	6	2
22	9	9	9	9	9	6	3
23	9	9	9	9	9	7	3
24	9	9	9	9	9	8	3
25	9	9	9	9	9	8	4
26	9	9	9	9	9	9	4
27	9	9	9	9	9	9	5
28	9	9	9	9	9	9	6
29	9	9	9	9	9	9	7

*Usable only by clerics of 17 or greater wisdom

**Usable only by clerics of 18 or greater wisdom

SPILLS USABLE BY CLASS AND LEVEL — PALADINS (FIGHTERS)

Paladin Level	1	2	3	4
9	1	-	-	-
10	2	-	-	-
11	2	1	-	-
12	2	2	-	-
13	2	2	1	-
14	3	2	1	-
15	3	2	1	1
16	3	3	1	1
17	3	3	2	1
18	3	3	3	1
19	3	3	3	2
20*	3	3	3	3

Beings of very high wisdom are immune to the effects of certain charm-type spells, psionic abilities and spell-like effects. These immunities are cumulative with higher wisdom. Beings with high wisdom are simply able to automatically throw off the effects of these spells.

Score	Spell Bonus	Spell Immunities
19	One 4th & one 1st	Cause fear, charm person, command, friends, hypnotism
20	One 4th & one 2nd	Forget, hold person, ray of enfeeblement, scare
21	One 5th & one 3rd	Beguiling, domination, fear
22	One 5th & one 4th	Charm monster, confusion, emotion, fumble, suggestion, telepathic projection
23	Two 5th levels	Chaos, feeblemind, hold monster, magic jar, mass domination, quest
24	Two 6th levels	Geas, mass suggestion, rulership
25	One 6th & one 7th	Antipathy/sympathy, finger of death, mass charm, Otto's irresistible dance

Cantrips for clerics

0-level¹ magic for deities to dish out

by Arthur Collins



By now, everyone ought to be familiar with cantrips, the 0-level spells cast by apprentice magic-users and illusionists. This article details a similar sort of 0-level spell particularly for clerics and druids, called the orison.

These 0-level clerics and druids are sometimes called postulants, thurifers, servers, or inquirers. They are also called *gofers* by some, as their place in the religious hierarchy is such that they are always being told to "go fer this" and "go fer that." (The druidical cult spells it *gopher*, but that is an inside joke.) At any rate, they are apprentices, so to speak, receiving their basic education before taking their initial vows.

While undergoing their basic religious indoctrination, they learn certain standard prayers and responses, the more powerful of which are called orisons. These are minor spells of limited effect. After the postulants go on to enter their callings, these orisons are usually left behind for more powerful spells. However, any cleric or druid may choose to memorize and employ two orisons in place of a 1st-level spell. Each 0-level cleric or druid learns 7-10 of these minor spells during one's time of basic instruction.

In parties that are chronically short of clerical or druidical help, the DM may opt to allow characters of other classes (rangers or paladins) to use these orisons. A PC with a religious education might remember 2-3 of these orisons from one's training. One would still have to pray every morning for them, just as a cleric or druid would, however. This should be done *only* with the DM's permission. Orisons should be assigned randomly to such characters, while a cleric or druid can (in fact, must) pray for specific ones.

Most orisons work for either clerics or druids, though a few are class-specific. Below is a listing of orisons by class, with explanations and descriptions to follow.

Clerical orisons	Druidical orisons
1 <i>Aspiration</i>	<i>Aspiration</i>
2 <i>Benediction</i>	<i>Benediction</i>
3 <i>Candle</i>	<i>Canticle</i>
4 <i>Canticle</i>	<i>Cure Minor Wnds.</i>
5 <i>Ceremony: Oath</i>	<i>Find a Stray</i>
6 <i>Cure Minor Wnds.</i>	<i>Malediction</i>
7 <i>Malediction</i>	<i>Meditation</i>
8 <i>Meditation</i>	<i>Petition</i>
9 <i>Petition</i>	<i>Ripen</i>
10 <i>Warding</i>	<i>Warding</i>

Note: In the information below, certain abbreviations have been used. R = range,

D = duration, AE = area of effect, C = components, CT = casting time, and ST = saving throw.

Aspiration (Invocation)

R: 0
D: 6 turns
AE: Caster
C: V,S
CT: 1 segment
ST: None

An *aspiration* is a quick prayer on the order of, "Give me strength!" or "Don't let me goof up!" In game terms, it permits a nervous player to pre-roll a dice roll. The player-caster rolls a d20 out of the player's own sight for the DM, who records it. At any time during the next game hour, the caster may appeal to have a bad die roll replaced by the hidden roll. The d20 can be applied as a "to hit" roll, a saving throw, or, by multiplying it by live, a percentile dice roll. Upon the caster's request, whatever was rolled in casting the orison is revealed, and becomes the official dice roll. There is no guarantee that the previous roll will be better, but it will be a second chance. The somatic component is the caster's ritual sign.

Benediction (Conjuration/Summoning) Reversible

R: 1"
D: 2 melee rounds
AE: 1" x 1" square
C: V,S
CT: 2 segments
ST: None

A *benediction* is a minor form of *bless*, raising morale of friendly creatures by +1, and their hit probability by +1. It will not affect those already engaged in combat. It requires no material component.

Candle (Alteration; clerical only)

R: Touch
D: 2 turns
AE: 1 candle
C: V,S,M
CT: 1 segment
ST: None

When casting this orison, the caster causes the candle held in his hand to light. Throughout the orison's duration, the candle cannot be put out as long as the caster continues to hold it. The candle will be consumed normally, but drafts, *gusts of wind*, and so on cannot extinguish the flame. Drowning or smothering the flame will extinguish it, however.

Canticle (Alteration)

R: 0
D: Special
AE: Caster
C: V
CT: Special
ST: None

A *canticle* is a minor form of *sanctuary*, and casting it requires the chanting of portions of the cleric's sacred literature. As long as the chanting continues, opponents must make a saving throw at +2 in order to strike or otherwise attack the caster. The caster cannot engage in any other activity than slow movement (6" rate) during this time. For other effects, see the description of the *sanctuary* spell.

Ceremony: Oath (Conj./Summoning; clerical only)

R: Touch
D: Special
AE: 1 person of the caster's religion
C: V,S,M
CT: 3 segments
ST: None

A person taking an *oath* in the presence of a cleric pledges his honor to do some minor task. The cleric proffers his holy symbol for both parties involved in the *oath* to touch, and ratifies the *oath* with his ritual sign and some formula such as "so be it." The *oath* stands until the pledge is fulfilled or broken. If broken, the oathbreaker (whether the cleric himself or some other person of the cleric's religion) will lose — 5% on his loyalty base until satisfactory reparations are made (if ever). Note that a third party of the caster's religion can pledge his honor for the *oath* of a non-believer. In this case, both join in touching the cleric's holy symbol while the orison is cast. The cleric can pledge his own honor for a non-believer, but this is an extremely rare circumstance. The penalty to loyalty base simulates the loss of honor to the oathbreaker.

Cure Minor Wounds (Necromantic)

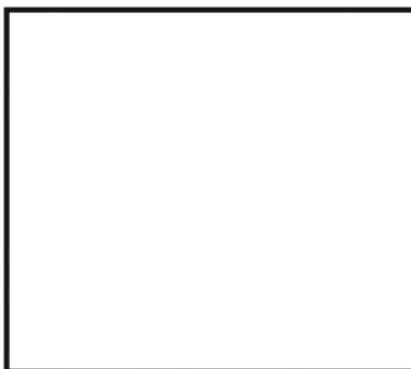
R: Touch
D: Permanent
AE: Character touched
C: V,S (plus M for druids)
CT: 2 segments
ST: None

A minor *cure*, similar to all other *cure* spells, this orison will heal 1-4 hit points of damage. Note that this spell is not reversible. See the *cure light wounds* description for more information.

Find a Stray (Divination; druidical only)

R: 2 miles
 D: Special
 AE: 1 domestic animal and the caster
 C: V,S,M
 CT: 3 segments
 ST: None

This orison enables the caster to locate any missing domestic animal within two miles. The animal could be a cow, sheep, dog, horse, cat, or any other such "normal" beast. The caster stands in a place well-known to the animal (a barnyard, pasture, etc.), spits on the ground, makes a sign, and calls the animal by name (Rover, But-tercup, Porky, Old Tom, etc.). If the animal is within two miles of the caster, the caster's tongue will tingle slightly, and give him direction by the manner of its tingling as to where and about how far off the animal is. The effects will last until the animal is found, the caster gives up, or the animal moves beyond a two-mile distance from the caster.

**Malediction** (Conjuration/Summoning)

R: 1"
 D: 2 melee rounds
 AE: 1" x 1" square
 C: V,S
 CT: 2 segments
 ST: None

The reverse of *benediction*, *malediction* will lower the morale of opponents by a -1 penalty and lower their "to hit" scores by -1. It does not affect those already engaged in combat. No material components are required.

Meditation (Conjuration/Summoning)

R: Touch
 D: 1 turn
 AE: Caster
 C: V,S
 CT: 3 segments
 ST: None

A minor (and non-reversible) form of *remove fear*, a *meditation* is an orison of personal encouragement that gives the caster (and only the caster) a +2 on all saving throws vs. the various sorts of magi-cal *fear* attacks for 1 turn.

Petition (Conjuration/Summoning)

R: Special
 D: 1 day
 AE: Caster's patron
 C: V,S
 CT: 1 segment
 ST: Neg.

Petitions are a staple of all prayers, in all religions. Most favors asked of one's deity are answered in terms of lucky dice rolls and other game mechanics. This orison constitutes a direct appeal of a very limited nature to the caster's deity or other patron. If the deity or patron fails his or her saving throw (2 for gods and demigods, 3 for heroes in the *Legends & Lore* book), the request will be heard, and if it's not too much trouble, some minion or servant of the deity might act upon it. Examples of such minor petitions are to find something forgotten, make a favorable impression, and so on. A *petition* is only good for one day. If it is not granted that day, or if no opportunity for its granting comes up, it is wasted, and another *petition* must be made the next day.

Any attempt to abuse this orison with powerful requests ("Oh, please let me find a *ring of three wishes!*") will be met with divine punishment if it is heard. Punishment may consist of a loss of spell-casting power, hit points, or other power or ability, as desired by the DM. However, punishments are rarely severe or last long — unless the caster is guilty of multiple abuses.

Ripen (Alteration; druidical only)

R: Touch
 D: Permanent
 AE: 1 lb. of fruit
 C: V,S,M
 CT: 2 segments
 ST: None

By casting this orison, the user causes unripe fruit to ripen. The material component is the druid's mistletoe, oak leaves, or holly berries.

Warding (Abjuration)

R: Touch
 D: 2 rounds
 AE: Creature touched
 C: V,S,M
 CT: 2 segments
 ST: None

This orison is a very minor form of *pro-tection from evil*. For two rounds, it will prevent enchanted, conjured, or summoned creatures from making bodily contact with the recipient, by encircling him or her with magical protection at a distance of one foot. However, it gives no penalty to any attacks that do not involve such contact, and adds no bonuses to one's saving throws. To complete the spell, the caster sprinkles holy water on the recipient.

CLERIC SPELLS

Notes Regarding Cleric Spells:

All material components required for the various spells are used by completion of the spell in question with the notable exceptions of standard religious items, i.e. religious symbols and prayer beads or similar devices.

The reversal of some spells might well place the cleric in a questionable position with respect to alignment. The use of spells which promote weal must be shunned by evil clerics in many cases. Likewise, spells which are baneful may be used only at peril by clerics of good alignment. Incautious use of spells will change the cleric's alignment, if such usage continues unchecked, and it is up to the player to guard his or her character's alignment with care. In any event, the cleric must decide which application of a reversible spell will be used prior to learning it, i.e. it is not possible to have one spell both ways. In like manner, the mere request for a spell (or its opposite) through prayer will not guarantee that the spell will be given to the cleric. As the spell level becomes higher, confidence will decrease that that deity will concur.

Your Dungeon Master might alter the material components of spells, require only religious adjuncts as material, or just do away with them. Consult your referee in this regard and ask his ruling and reasoning.

First Level Spells:

Bless (Conjuration/Summoning) Reversible

Level: 1	Components: V, S, M
Range: 6"	Casting Time: 1 round
Duration: 6 melee rounds	Saving Throw: None
Area of Effect: 5' X 5'	

Explanation/Description: Upon uttering the *bless* spell, the caster raises the morale of friendly creatures by +1. Furthermore, it raises their "to hit" dice rolls by +1. A blessing, however, will affect only those not already engaged in melee combat. This spell can be reversed by the cleric to a curse upon enemies which lowers morale and "to hit" by -1. The caster determines at what range (up to 6") he or she will cast the spell, and it then affects all creatures in an area 5' square centered on the point the spell was cast upon. In addition to the verbal and somatic gesture components, the *bless* requires holy water, while the curse requires the sprinkling of specially polluted water.

Ceremony (Invocation)

Level: 1	Components: V, S, M
Range: Touch	Casting Time: 1 hour
Duration: Permanent	Saving Throw: Special
Area of Effect: One creature, one item, or area (see below)	

Explanation/Description: *Ceremony* has a number of applications in the religious organization, depending on the level of the cleric. The effect of a *ceremony* spell does not leave behind an aura of magic, although in some cases an aura of good or evil might be present (and thus detectable). The specific *ceremony* spells can vary from religion to religion, but usually encompass these:

1st-level cleric: *coming of age*, *burial*, *marriage*
 3rd-level cleric: *dedication*, *investiture*, *consecrate item*
 5th-level cleric: *ordination*, *special vows*
 7th-level cleric: *consecrate ground*
 9th-level cleric: *anathematize*

Each of these varieties of the *ceremony* spell requires a cleric of the indicated level or a higher one, with additional restrictions as described below. For all *ceremony* spells except *anathematize* (see below), no saving throw is called for, since the recipient is either inanimate or presumed to be willing to be affected by the magic; any version of the spell except for *anathematize* will simply fail if it is cast on a person who (for some reason) is unwilling to receive the benefit. Briefly, the *ceremonies* listed do the following things:

Coming of age is a limited form of *bless* spell which is cast upon a young man (and in some cultures a young woman) at some point relatively early in life, often the age of 12. A young person who receives this spell gets a +1 bonus to any single saving throw, which can be taken at any time after the *coming of age ceremony* is completed. In some cultures, the *coming of age ceremony* has a symbolic significance, such that an adolescent must receive this blessing before he or she can enjoy the rights and privileges of adulthood.

Burial magically protects a corpse, and bestows it with the blessing of the religious organization. The body is shielded for one week as if by a *protection from evil* spell, and anyone trying to disinter the corpse within that time must make a saving throw versus spell or stop and flee in fear for one turn.

Marriage has no tangible after-effect (i.e., it does not guarantee happiness or harmony), but it usually carries a moral or legal significance, not dissimilar in nature to the various rites of marriage which are performed in our real world.

Dedication allows the recipient of the spell to be taken into the ranks of the casting cleric's religion, making that person a sanctioned worshiper of the cleric's deity. The effect of a *dedication* is permanent, unless the worshiper demonstrates a desire to change allegiance to a different deity. In such a case, the earlier *dedication* can be overridden by a new *dedication* cast by a cleric of a higher level than the one who performed the previous *dedication*.

The rite of *investiture* must be performed on any aspiring cleric before that character can achieve the status of a first-level cleric.

Consecrate item must be performed on any object to be placed on an altar or in some other location within a religious edifice. To prevent it from losing its potency, holy (or unholy) water must be kept in a properly *consecrated* container.

Ordination must be performed on a cleric before the character can become the priest of a congregation or assume similar sorts of duties, and even an adventuring cleric must be *ordained* before he or she can gain followers and establish a following or other sort of group. In all cases, the cleric performing the *ordination* must be of higher level than the recipient; this *ceremony* is often conducted as part of the training a cleric receives in order to advance from second to third level.

Special vows can be received by a would-be cavalier or paladin before that character embarks upon a career in the desired profession. The effects of this spell persist for as long as it takes the character to accumulate enough experience points to rise to the upper limit of his or her current level. The *special vows* can then be renewed as part of the character's training between levels, or at any time during advancement through the next higher level. A cavalier or paladin who has received *special vows* is immune to the effects of *bestow curse* spells (but not cursed items) for as long as the *special vows* remain in effect. Additionally, this *ceremony* renders the subject more susceptible (-4 on saving throw) to any *quest* spell cast upon him or her by a cleric of the same alignment as the caster of the *special vows*.

Consecrate ground should be performed upon an area before any holy (unholy) structure is built on the site. A religious edifice constructed on ground that has not been *consecrated* will slowly but irrevocably fall into a state of disrepair and has a 1% chance per year, cumulative, of actually collapsing as a result of this oversight. This spell must be cast before the area in question is altered in any way (e.g., landscaping) and before any construction materials are brought to the site; it will have no effect if it is done as an afterthought. *Consecrate ground* can also be used on a plot of land destined for use as a graveyard, and in such a case the graveyard itself automatically turns undead each round with the same effectiveness as a 3rd-level cleric. Or, if the *consecration* of a would-be graveyard is performed by an evil cleric, any undead creatures occupying the area are treated as if they were being protected and controlled by an evil cleric of 3rd level.

Anathematize is a form of excommunication by means of which the offender is literally branded on the cheek, forehead, arm, or hand with a symbol, sigil, or sign that identifies the subject (to those who understand the symbol) as someone who has committed a serious offense in the eyes of his or her deity. An unwilling subject of this spell is allowed a saving throw versus spell, at -4, to escape its effects. If the recipient is not truly deserving of the telling brand, the spell fails when cast. A successful *atonement* causes the brand to fade, and possibly vanish. If the offending actions were caused magically or by some other external force, the brand utterly disappears. If the offending actions were natural, the brand cannot be completely removed.

The components for the various *ceremony* spells vary from religion to religion, but the material component always involves the use of the cleric's holy symbol in one way or another. Standard costs for the casting of these spells are as follows: *coming of age*, 5-15 sp; *burial*, 5-50 gp; *marriage*, 1-20 gp; *dedication*, 1-10 sp (or sometimes free); *investiture*, 1-100 gp (or sometimes free); *item consecration*, usually free; *ordination*, usually free put possibly as much as 200 gp; *special vows*, 1-100 gp (or sometimes free); *consecrate ground*, 100-600 gp depending on the size of the area to be affected and the level of the cleric performing the spell; and *anathematize* is always performed at no charge, since the casting of this spell is always deemed to be in the best interests of the cleric's religion.

Combine (Evocation)

Level: 1
Duration: *Special*
Range: *Touch*
Area of Effect: *The circle of clerics*

Components: V, S
Casting Time: 1 round
Saving Throw: *None*

Explanation/Description: This spell enables three to five clerics to *combine* their abilities and thereby empower one of their number to cast a spell or turn undead with greater efficacy. The highest-level cleric of the group (or one of such, as applicable) stands, while the other clerics join hands in a surrounding circle. All the participating clerics then cast the *combine* spell together.

The central cleric temporarily functions as if of higher level, gaining one level for each encircling cleric. The maximum gain is four levels, and the maximum duration is 3 turns. The increase applies to the cleric's effective level for determining the results of attempts to turn undead, and to spell details which vary by the level of the caster. The encircling clerics must concentrate on maintaining the *combine* effect. They gain no armor class bonuses from shield or dexterity, and their attackers gain a +4 bonus on all "to hit" rolls. The central cleric gains no additional spells, but may cast any previously memorized spell(s), often with bonus effects.

Command (Enchantment/Charm)

Level: 1
Range: 1"
Duration: 1 round
Area of Effect: One creature

Components: V
Casting Time: 1 segment
Saving Throw: *Special*

Explanation/Description: This spell enables the cleric to issue a *command* of a single word. The *command* must be uttered in a language which the spell recipient is able to understand. The individual will obey to the best of his/her/its ability only so long as the *command* is absolutely clear and unequivocal, i.e. "Suicide!" could be a noun, so the creature would ignore the *command*. A *command* to "Die!" would cause the recipient to fall in a faint or cataleptic state for 1 round, but thereafter the creature would be alive and well. Typical *command* words are: back, halt, flee, run, stop, fall, fly, go, leave, surrender, sleep, rest, etc. Undead are not affected by a *command*. Creatures with intelligence of 13 or more, and creatures with 6 or more hit dice (or experience levels) are entitled to a saving throw versus magic. (Creatures with 13 or higher intelligence and 6 hit dice/levels do not get 2 saving throws!)

Create Water (Alteration) Reversible

Level: 1
Range: 1"
Duration: *Permanent*
Area of Effect: Up to 27 cubic feet

Components: V, S, M
Casting Time: 1 round
Saving Throw: *None*

Explanation/Description: When the cleric casts a *create water* spell, four gallons of water are generated for every level of experience of the caster, i.e. a 2nd level cleric creates eight gallons of water, a 3rd level twelve gallons, a 4th level sixteen gallons, etc. The water is clean and drinkable (it is just like rain water). Reversing the spell, *destroy water*, obliterates without trace (such as vapor, mist, fog or steam) a like quantity of water. Created water will last until normally used or evaporated, spilled, etc. Water can be created or destroyed in an area as small as will actually contain the liquid or in an area as large as 27 cubic feet (one cubic yard). The spell requires at least a drop of water to create, or a pinch of dust to destroy, water. Note that water cannot be created within a living thing.

Cure Light Wounds (Necromantic) Reversible

Level: 1
Range: *Touch*
Duration: *Permanent*
Area of Effect: *Character touched*

Components: V, S
Casting Time: 5 segments
Saving Throw: *None*

Explanation/Description: Upon laying his or her hand upon a creature, the cleric causes from 1 to 8 hit points of wound or other injury damage to the creature's body to be healed. This healing will not affect creatures without corporeal bodies, nor will it cure wounds of creatures not living or those which can be harmed only by iron, silver, and/or magical weapons. Its reverse, *cause light wounds*, operates in the same manner; and if a person is avoiding this touch, a melee combat "to hit" die is rolled to determine if the cleric's hand strikes the opponent and causes such a wound. Note that cured wounds are permanent only insofar as the creature does not sustain further damage, and that caused wounds will heal — or can be cured — just as any normal injury will. Caused light wounds are 1 to 8 hit points of damage.

Detect Evil (Divination) Reversible

Level: 1
Range: 12"
Duration: 1 turn + 1/2 turn/level
Area of Effect: 1" path

Components: V, S, M
Casting Time: 1 round
Saving Throw: *None*

Explanation/Description: This is a spell which discovers emanations of evil, or of good in the case of the reverse spell, from any creature or object. For example, evil alignment or an evilly cursed object will radiate evil, but a hidden trap or an unintelligent viper will not. The duration of a *detect evil* (or *detect good*) spell is 1 turn + 1/2 turn (5 rounds, or 5 minutes) per level of the cleric. Thus a cleric of 1st level of experience can cast a spell with a 1 1/2 turn duration, at 2nd level a 2 turn duration, 2 1/2 at 3rd, etc. The spell has a path of detection 1" wide in the direction in which the cleric is facing. It requires the use of the cleric's holy (or unholy) symbol as its material component, with the cleric holding it before him or her.

Detect Magic (Divination)

Level: 1
Range: 3"
Duration: 1 turn
Area of Effect: 1" path, 3" long

Components: V, S, M
Casting Time: 1 round
Saving Throw: *None*

Explanation/Description: When the *detect magic* spell is cast, the cleric detects magical radiations in a path 1" wide, and up to 3" long, in the direction he or she is facing. The caster can turn 60° per round. Note that stone walls of 1' or more thickness, solid metal of but 1/12' thickness, or 3' or more of solid wood will block the spell. The spell requires the use of the cleric's holy (or unholy) symbol.



CLERIC SPELLS, 1ST LEVEL

Endure Cold / Endure Heat (Alteration) Reversible

Level: 1
Range: Touch
Duration: 9 turns/level
Area of Effect: One creature

Components: V, S
Casting Time: 1 round
Saving Throw: None

Explanation/Description: The recipient of this spell is provided with protection from normal extremes of cold or heat (depending on which application is used). He or she can stand unclothed in temperatures as low as -30° F. or as high as 130° F (depending on application) with no ill effect. A temperature extreme beyond either of those limits will cause 1 hit point of exposure damage per hour for every degree above or below those limits. (Without the benefit of protection such as this, exposure damage is 1 hit point per turn for each degree of temperature.) The spell will last for the prescribed duration, or until the recipient is affected by any form of magical cold (including white dragon breath) or magical heat. The cancellation of the spell will occur regardless of which application was used and regardless of which type of magical effect hits the character (e.g., *endure cold* will be cancelled by magical heat or fire as well as by magical cold). The recipient of the spell will not suffer damage from the magical heat or cold during the round in which the spell is broken, but will be vulnerable to all such attacks starting on the following round. The spell will be cancelled instantly if either *resist fire* or *resist cold* is cast upon the recipient.

Invisibility to Undead (Illusion/Phantasm)

Level: 1
Duration: 6 rounds
Range: Touch
Area of Effect: One individual

Components: V, S, M
Casting Time: 4 segments
Saving Throw: Neg.

Explanation/Description: This spell is quite similar to *sanctuary*, but only affects undead of 4 or fewer hit dice. A saving throw versus spell is made for each type of undead within 30 feet of the caster, and if failed, all undead of that type will ignore the caster completely for the duration of the spell. (Note that this negates subsequent attempts by the caster to turn those undead.) However, if the saving throw succeeds, all undead of that type will attack the spell caster in preference to any other possible targets.

The effect of this spell ends if the caster attacks or attempts to cast any other spell. If the caster is of neutral morals (with respect to good and evil), the undead save at -2. The material component is the cleric's holy symbol.

Light (Alteration) Reversible

Level: 1
Range: 12"
Duration: 6 turns + 1 turn/level
Area of Effect: 2" radius globe

Components: V, S
Casting Time: 4 segments
Saving Throw: None

Explanation/Description: This spell causes excitation of molecules so as to make them brightly luminous. The *light* thus caused is equal to torch light in brightness, but its sphere is limited to 4" in diameter. It lasts for the duration indicated (7 turns at 1st experience level, 8 at 2nd, 9 at 3rd, etc.) or until the caster utters a word to extinguish the light. The light spell is reversible, causing darkness in the same area and under the same conditions, except the blackness persists for only one-half the duration that light would last. If this spell is cast upon a creature, the applicable magic resistance and saving throw dice rolls must be made. Success indicates that the spell affects the area immediately behind the creature, rather than the creature itself. In all other cases, the spell takes effect where the caster directs as long as he or she has a line of sight or unobstructed path for the spell; *light* can spring from air, rock, metal, wood, or almost any similar substance.

Magic Stone (Alteration)

Level: 1
Range: 2"
Duration: 6 rounds or until used
Area of Effect: One small stone or pebble

Components: V, S
Casting Time: 1 round
Saving Throw: None

Explanation/Description: To use this spell, the cleric picks up a small stone or pebble and then (via the casting process) places a magical aura on it. The spell cannot affect stones that are already magical. The *magic stone* can be thrown at a target up to 4" distant (assuming no intervening obstacles and sufficient head room). It will act as a +1 weapon for "to hit" determination, and if a hit is scored the stone will do 1 point of damage. Ranges are 2"/3"/4", with standard modifications. If the stone travels more than 4" from the thrower or if it does not score a hit, the missile loses its dweomer and falls harmlessly to the ground. A *magic stone* must be thrown within 6 rounds after the casting of the spell is completed, or it turns back into an ordinary item.

A hit from the stone will break the concentration of a spell caster only if the victim fails a saving throw versus spell. Any target with innate magic resistance cannot be affected by the stone. A *shield* spell will protect a target from a *magic stone*, as will a *brooch of shielding*, a *protection from normal missiles* spell, a *minor globe of invulnerability*, or any similar (more powerful) magic. A cleric of 6th through 10th level can enchant 2 stones with this spell, one of 11th through 15th level can use it on 3 stones, and an additional stone is allowed for every five levels of experience the caster has gained beyond the 11th (i.e., 4 stones at 16th level, 5 stones at 21st level, etc.). It is possible for a cleric to give the enchanted stone(s) to another character to throw. Note that some religious organizations may forbid their clerics from using this spell, since it enables the cleric to use a missile weapon (of sorts).

Penetrate Disguise (Divination)

Level: 1
Range: 12"
Duration: 1 round
Area of Effect: One individual

Components: V, S
Casting Time: 2 rounds
Saving Throw: Neg.

Explanation/Description: By means of this spell, the cleric is empowered to see through a disguise composed solely of makeup or altered clothing (i.e., non-magical in nature). The cleric cannot identify what class or profession the disguised figure actually belongs to, nor the true appearance of the figure; the spell merely points out that the target figure is posing as someone or something else. The spell does not detect actual rank or status and cannot reveal an illusion for what it is, but it can detect whether a figure is the object of a *friends* spell. The spell cannot detect any deception involving alignment. The target of the spell is allowed a saving throw versus spell, and if this saving throw is made, the disguise will be enhanced in the eyes of the cleric, so that the caster becomes convinced that the target figure actually is what he claims to be. Being under the effect of a *bless* spell, wearing magic armor, or using a magic item of protection (such as a cloak or ring) will give the target an appropriate bonus to the saving throw.



Portent (Divination)

Level: 1
 Range: *Touch*
 Duration: *Special*
 Area of Effect: *Spell caster or figure touched*

Components: V, S, M
 Casting Time: 1 turn
 Saving Throw: *None*

Explanation/Description: This spell enables the cleric to tell something of his or another figure's future "luck." This "luck" takes the form of an improvement or reduction in a "to hit" roll or a saving throw at some point in the future unknown to the character who is the object of the *portent*. After this spell is cast, the Dungeon Master makes two die rolls in secret: First, 1d12, to determine at what point in the future the *portent* takes effect; second, 1d6 to determine the exact effect (roll of 1 = -3; 2 = -2; 3 = -1; 4 = +1; 5 = +2; 6 = +3). Based upon the result of the 1d6 roll, the DM should indicate to the player of the cleric character whether the *portent* is good, fair (which can be moderately good or moderately bad), or poor. The recipient of the spell will usually also be given this information. The result of the d12 roll represents the number of "to hit" rolls or saving throws that the target character must make before the roll to be affected by the *portent* occurs; e.g., if a 12 is rolled, then the 12th such roll thereafter will be the one to which the *portent* is applied. Die rolls only apply toward this count if they are taken in life-or-death (i.e., combat or peril) situations; the count is suspended if the character contrives to perform (for instance) saving throws against non-harmful effects in an effort to "sidestep" the *portent*. Die rolls that do apply toward this count include: Saving throws made in combat or against magical effects, "to hit" rolls made by the character, and "to hit" rolls made by an opponent against the character. When the die roll designated by the *portent* is made, the result will be adjusted upward or downward as indicated by the result of the d6 roll; thus, the character will be either more or less likely to score a hit, more or less likely to be hit, or more or less likely to succeed on a saving throw. The material component for this spell is either a numbered wheel or tea leaves.

Precipitation (Alteration)

Level: 1
 Range: 1"/level
 Duration: 1 segment/level
 Area of Effect: 3" diameter cylinder up to 12" high

Components: V, S, M
 Casting Time: 3 segments
 Saving Throw: *None*

Explanation/Description: When this spell is cast, all water vapor in the atmosphere within the area of effect is precipitated in the form of a light rain. (Note that low-level spell casters will certainly be within the area of effect of the spell.) The rain will continue for only as many segments of time as the spell caster has levels of experience. Since only some 1/100 of an inch of precipitation falls during the course of a segment, the spell will have only the following general effects:

Thin, light material will become damp in 1 segment and thoroughly wet thereafter.

Twigs and heavy material such as canvas will be damp in 2 segments and wet thereafter.

Flat, relatively non-porous surfaces, such as stone floors, rock, painted wood, etc., will be damp in 1 segment and filmed with water thereafter.

Semi-porous surfaces and materials will become damp on the surface in 2 segments, and thereafter the damp area will progress downward/inward, until after 5 segments the surface or material will be thoroughly wet.

Porous surfaces and materials will simply absorb the rain up to the limit of their capacity — which probably extends well beyond the duration of the spell.

Small flames, such as those of candles, will be extinguished by 1 segment of precipitation. Small fires will slow and become smoky for 1 round after precipitation has ceased. Large fires will not be materially affected by the spell.

Note that if the temperature is above 90° F., the duration of the spell will be extended to double normal except in arid regions. Also, where the temperature ranges between 33° and 31° F., the precipitation will fall in the form of sleet. At 30° F. and below, the precipitation will fall as rather thick snow, and most dampness/wetness effects will be negated or postponed until the snow melts. If magical heat of large area (i.e., a *wall of fire*, *fireball*, *flame strike*, etc.) is applied to *precipitation*, a cloud of warm fog of double the area of the *precipitation* effect will be formed. If magical cold is applied to the spell or the water which remains thereafter, normal ice will be formed. The material component of the spell is a pinch of silver dust.

Protection From Evil (Abjuration) Reversible

Level: 1
 Range: *Touch*
 Duration: 3 rounds/level
 Area of Effect: *Creature touched*

Components: V, S, M
 Casting Time: 4 segments
 Saving Throw: *None*

Explanation/Description: When this spell is cast, it acts as if it were a magical armor upon the recipient. The protection encircles the recipient at a one foot distance, thus preventing bodily contact by creatures of an enchanted or conjured nature such as aerial servants, demons, devils, djinn, efreet, elementals, imps, invisible stalkers, night hags, quasits, salamanders, water weirds, wind walkers, and xorn. Summoned animals or monsters are similarly hedged from the protected creature. Furthermore, any and all attacks launched by evil creatures incur a penalty of -2 from dice rolls "to hit" the protected creature, and any saving throws caused by such attacks are made at +2 on the protected creature's dice. This spell can be reversed to become *protection from good*, although it still keeps out enchanted evil creatures as well. To complete this spell, the cleric must trace a 3' diameter circle upon the floor (or ground) with holy water for protection from evil, with blood for protection from good — or in the air using burning incense or smoldering dung with respect to evil/good.

Purify Food & Drink (Alteration) Reversible

Level: 1
 Range: 3"
 Duration: *Permanent*
 Area of Effect: 1 cubic foot/level,
 1" square area

Components: V, S
 Casting Time: 1 round
 Saving Throw: *None*

Explanation/Description: When cast, the spell will make spoiled, rotten, poisonous or otherwise contaminated food and/or water pure and suitable for eating and/or drinking. Up to 1 cubic foot of food and/or drink can be thus made suitable for consumption. The reverse of the spell putrefies food and drink, even spoiling holy water. Unholy water is spoiled by *purify water*.

Remove Fear (Abjuration) Reversible

Level: 1
 Range: *Touch*
 Duration: *Special*
 Area of Effect: *Creature touched*

Components: V, S
 Casting Time: 4 segments
 Saving Throw: *None*

Explanation/Description: By touch, the cleric instills courage in the spell recipient, raising the creature's saving throw against magical fear attacks by +4 on dice rolls for 1 turn. If the recipient has already been affected by fear, and failed the appropriate saving throw, the touch allows another saving throw to be made, with a bonus of +1 on the dice for every level of experience of the caster, i.e. a 2nd level cleric gives a +2 bonus, a 3rd level +3, etc. A "to hit" dice roll must be made to touch an unwilling recipient. The reverse of the spell, *cause fear*, causes the victim to flee in panic at maximum movement speed away from the caster for 1 round per level of the cleric causing such fear. Of course, *cause fear* can be countered by *remove fear* and vice versa.

CLERIC SPELLS, 2ND LEVEL

Resist Cold (Alteration)

Level: 1
Range: Touch
Duration: 1 turn/level
Area of Effect: Creature touched

Components: V, S, M
Casting Time: 1 round
Saving Throw: None

Explanation/Description: When this spell is placed on a creature by a cleric, the creature's body is inured to cold. The recipient can stand zero degrees Fahrenheit without discomfort, even totally nude. Greater cold, such as that produced by a sword of cold, ice storm, cold wand, or white dragon's breath, must be saved against. All saving throws against cold are made with a bonus of +3, and damage sustained is one-half (if the saving throw is not made) or one-quarter (if the saving throw is made) of damage normal from that attack form. The resistance lasts for 1 turn per level of experience of the caster. A pinch of sulphur is necessary to complete this spell.

Sanctuary (Abjuration)

Level: 1
Range: Touch
Duration: 2 rounds + 1 round/level
Area of Effect: One creature

Components: V, S, M
Casting Time: 4 segments
Saving Throw: None

Explanation/Description: When the cleric casts a *sanctuary* spell, any opponent must make a saving throw versus magic in order to strike or otherwise attack him or her. If the saving throw is not made, the creature will attack another and totally ignore the cleric protected by the spell. If the saving throw is made, the cleric is subject to normal attack process including dicing for weapons to hit, saving throws, damage. Note that this spell does not prevent the operation of area attacks (*fireball*, *ice storm*, etc.). During the period of protection afforded by this spell, the cleric cannot take offensive action, but he or she may use non-attack spells or otherwise act in any way which does not violate the prohibition against offensive action. This allows the cleric to heal wounds, for example, or to bless, perform an *augury*, *chant*, cast a *light* in the area (not upon an opponent!), and so on. The components of the spell include the cleric's holy/unholy symbol and a small silver mirror.



Second Level Spells:

Aid (Necromantic - Conjunction)

Level: 2
Range: Touch
Duration: 1 round + 1/level
Area of Effect: One person

Components: V, S, M
Casting Time: 4 segments
Saving Throw: None

Explanation/Description: The recipient of this spell gains the benefit of a *bless* spell and a special benison of 1-8 additional hit points. The *bless* lasts as long as the *aid* spell, as do the hit points thus gained. The *aid* allows a character to actually have more hit points than the character's full normal total. The added hit points last only for the duration of the *aid* spell. Any damage taken by the recipient while the *aid* spell is in effect is taken off the 1-8 additional hit points before regular ones are lost. Hit points bestowed by an *aid* spell and then lost cannot be regained by curative magic. *Example:* A 1st-level fighter has 8 hit points, takes 2 points of damage, and then receives an *aid* spell which gives 6 additional hit points. The fighter now has 12 hit points, 6 of which are temporary. If he is then hit for 7 points of damage, 1 regular point and all 6 of the temporary points are lost. The material components of this spell are a tiny strip of white cloth with a sticky substance (such as tree sap) on the ends, plus the cleric's holy symbol.

Augury (Divination)

Level: 2
Range: 0
Duration: Special

Components: V, S, M
Casting Time: 2 rounds
Saving Throw: None

Explanation/Description: The cleric casting an *augury* spell seeks to divine whether an action in the immediate future (within 3 turns) will be for the benefit of, or harmful to, the party. The base chance for correctly divining the *augury* is 70%, plus 1% for each level of the cleric casting the spell, i.e. 71% at 1st level, 72% at 2nd, etc. Your referee will determine any adjustments due for the particular conditions of each *augury*. For example, assume that a party is considering the destruction of a weird seal which closes a portal. *Augury* is used to find if weal or woe will be the ultimate result to the party. The material component for *augury* is a set of gem-laid sticks, dragon bones, or similar tokens, or the wet leaves of an infusion which remain in the container after the infused brew is consumed. If the last method is used, a crushed pearl of at least 100 g.p. value must be added to the concoction before it is consumed.

Chant (Conjuration/Summoning)

Level: 2
Range: 0
Duration: Time of chanting
Area of Effect: 3'' radius

Components: V, S
Casting Time: 1 turn
Saving Throw: None

Explanation/Description: By means of the *chant*, the cleric brings into being a special favor upon himself or herself and his or her party, and causes harm to his or her enemies. Once the *chant* spell is completed, all attacks, damage and saving throws made by those in the area of effect who are friendly to the cleric are at +1, while those of the cleric's enemies are at -1. This bonus/penalty continues as long as the cleric continues to chant the mystic syllables and is stationary. An interruption, however, such as an attack which succeeds and causes damage, grappling the chanter, or a magical silence, will break the spell.

Detect Charm (Divination) Reversible

Level: 2
Range: 3''
Duration: 1 turn
Area of Effect: One creature

Components: V, S
Casting Time: 1 round
Saving Throw: None

Explanation/Description: When used by a cleric, this spell will detect whether or not a person or monster is under the influence of a *charm* spell. Up to 10 creatures can be thus checked before the spell wanes. The reverse of the spell protects from such detection, but only a single creature can be so shielded.

Detect Life (Divination)

Level: 2
Range: 10' /level
Duration: 5 rounds
Area of Effect: One creature

Components: V, S, M
Casting Time: 1 round
Saving Throw: None

Explanation/Description: By the use of this spell, a cleric can tell if a target creature is alive. The magic will *detect life* in the recipient of a *feign death* spell, or someone in a coma, deathlike trance, or state of *suspended animation*. If cast upon the body of a creature that is engaged in *astral travel*, it will reveal that the creature is alive. The spell works on plants and plant creatures as well as animals. The spell's range is diminished if more than a one-inch thickness of wood or stone lies between the cleric and the subject. Each inch of thickness of a wood or stone barrier is treated as 10 feet of open space. A barrier of metal of any thickness will cause the spell to fail and be ruined. Any form of mental protection, including those of psionic or magical nature, will likewise ruin the spell without anything being detected. The spell will detect the first living creature that lies along the cleric's line of sight (and within range), or else the first creature that crosses the line-of-sight path before the duration expires.

**Dust Devil** (Conjuration/Summoning)

Level: 2
Range: 3"
Duration: 1 round/level
Area of Effect: *Special*

Components: V, S
Casting Time: 3 rounds
Saving Throw: *None*

Explanation/Description: This spell enables a cleric to conjure up a weak air elemental — a *dust devil* of AC 4, 2 HD, MV 18", 1 attack for 1-4 points of damage, which can be hit by normal weapons. Magic weapons of any type cause it double damage. The *dust devil* appears as a small whirlwind 5 feet in diameter at its base, 15 feet tall, and 10 feet across at the top. It will move as directed by the cleric, but will be dispelled if ordered to go farther than 3" away from the spell caster. The winds of the *dust devil* can hold a gas cloud or a creature in *gaseous form* at bay or push it away from the caster (though it cannot damage or dispel such a cloud). Its winds are sufficient to put out torches, small campfires, exposed lanterns, and other small, open flames of non-magical origin. If skimming along the ground in an area of loose dust, sand or ash, the *dust devil* will pick up those particles and disperse them in a cloud 30 feet in diameter centered around the *dust devil*. Normal vision is not possible through the cloud, and creatures caught in the cloud will be effectively blinded until one round after they are free of it. Spell casting is virtually impossible for someone caught inside such a cloud or inside the *dust devil* itself; even if the creature fails to score damage on the victim from the buffeting of its winds, a spell caster must make a saving throw versus spell to keep his or her concentration (and the spell) from being ruined. Any creature native to the Elemental Plane of Air — even another creature of the same sort — can dismiss a *dust devil* at will from a distance of 3" or less. Creatures not native to the plane occupied by the spell caster are not affected by the *dust devil*. It is automatically dispelled if it contacts any creature with innate magic resistance — but not until after it gets a chance to hit and do damage.

Enthrall (Enchantment/Charm)

Level: 2
Range: 3"
Duration: *Special*
Area of Effect: 90' radius

Components: V, S
Casting Time: 1 round
Saving Throw: *Neg.*

Explanation/Description: A cleric who uses this spell can bind and *enthrall* an audience that can fully understand his or her language. Listeners of the same race as the cleric are allowed a saving throw versus spell; those of a different race which is generally unfriendly to the cleric's race save at +4. It is impossible to *enthrall* a character or creature with more than 4 levels or hit dice, or one with a wisdom score greater than 15.

To effect the spell, the caster must speak without interruption for a full round. Thereafter, the enchantment lasts for as long as the cleric keeps speaking, to a maximum of 6 turns. Those who fail their saving throw will view the cleric as if he or she had a charisma of 21 (loyalty base + 70%, reaction adjustment + 50%). They will stand and listen to the cleric's words, but will not act on them as if a *suggestion* had been cast. When the cleric stops talking, the spell is broken and the listeners regain control of their own minds. Any form of attack (i.e., a successful hit or the casting of a spell) against the cleric will instantly cancel the *enthrall* spell, as will any attempt by the cleric to cast a different spell or perform some other action. Members of the audience who make a successful saving throw will view the cleric as having a

charisma of 3; they may (50% chance) hoot and jeer, allowing a new saving throw for others listening. If the cleric tries to take undue advantage of the spell by preaching about a religion or alignment opposed to that to which the members of the audience subscribe, each "offended" listener is allowed a new saving throw at +5.

Find Traps (Divination)

Level: 2
Range: 3"
Duration: 3 turns
Area of Effect: 1" path

Components: V, S
Casting Time: 5 segments
Saving Throw: *None*

Explanation/Description: When a cleric casts a *find traps* spell, all traps — concealed normally or magically — of magical or mechanical nature become visible to him or her. Note that this spell is directional, and the caster must face the desired direction in order to determine if a trap is laid in that particular direction.

Hold Person (Enchantment/Charm)

Level: 2
Range: 6"
Duration: 4 rounds + 1 round/level
Area of Effect: One to three creatures

Components: V, S, M
Casting Time: 5 segments
Saving Throw: *Neg.*

Explanation/Description: This spell holds immobile, and freezes in place, from 1-3 humans or humanoid creatures (see below) for 5 or more melee rounds. The level of the cleric casting the *hold person* spell dictates the length of time the effect will last. The basic duration is 5 melee rounds at 1st level, 6 rounds at 2nd level, 7 rounds at 3rd level, etc. If the spell is cast at three persons, each gets a saving throw at the normal score; if only two persons are being enspelled, each makes their saving throw at -1 on their die; if the spell is cast at but one person, the saving throw die is at -2. Persons making their saving throws are totally unaffected by the spell. Creatures affected by a *hold person* spell are: brownies, dryads, dwarves, elves, gnolls, gnomes, goblins, half-elves, halflings, half-orcs, hobgoblins, humans, kobolds, lizard men, nixies, orcs, pixies, sprites, and troglodytes. The spell caster needs a small, straight piece of iron as the material component of this spell.

1st level, 6 rounds at 2nd level, 7 rounds at 3rd level, etc. If the spell is cast at three persons, each gets a saving throw at the normal score; if only two persons are being enspelled, each makes their saving throw at -1 on their die; if the spell is cast at but one person, the saving throw die is at -2. Persons making their saving throws are totally unaffected by the spell. Creatures affected by a *hold person* spell are: brownies, dryads, dwarves, elves, gnolls, gnomes, goblins, half-elves, halflings, half-orcs, hobgoblins, humans, kobolds, lizard men, nixies, orcs, pixies, sprites, and troglodytes. The spell caster needs a small, straight piece of iron as the material component of this spell.

Holy Symbol (Conjuration/Summoning)

Level: 2
Range: *Touch*
Duration: *Permanent*
Area of Effect: *One object*

Components: V, S, M
Casting Time: 1 turn
Saving Throw: *None*

Explanation/Description: This spell is used to prepare a cleric's holy symbol, or to create a new symbol to replace a lost or damaged one. The new symbol-to-be, which is the spell's material component (and obviously is not consumed in the casting), must be crafted of appropriate material depending on the religion/deity in question, and must be of the proper shape and design — a cleric cannot pick up just any item and make it into a holy symbol. A cleric may possess two holy symbols at one time, and this spell can be used to create a second one as a spare. No cleric can create a holy symbol related to a religion or deity other than the one that he or she worships. The holy symbol of a good or evil cleric will radiate a faint aura of good or evil, but is not a magical object *per se*. The holy symbol of a cleric who is of neutral morals (with respect to good and evil) will have no such aura.

CLERIC SPELLS, 2ND LEVEL

Know Alignment (Divination) Reversible

Level: 2
Range: 1''
Duration: 1 turn
Area of Effect: One creature/round

Components: V, S
Casting Time: 1 round
Saving Throw: None

Explanation/Description: A *know alignment* spell enables the cleric to exactly read the aura of a person — human, semi-human, or non-human. This will reveal the exact alignment of the person. Up to 10 persons can be examined with this spell. The reverse totally obscures alignment, even from this spell, of a single person for 1 turn, two persons for 5 rounds, etc. Certain magical devices will negate the ability to know alignment.

Messenger (Enchantment/Charm)

Level: 2
Range: 2''/level
Duration: 1 hour/level
Area of Effect: One creature

Components: V, S, M
Casting Time: 1 round
Saving Throw: Neg.

Explanation/Description: This spell enables the cleric to call upon a small (size S) creature of at least *animal* intelligence to act as his or her *messenger*. The spell does not affect creatures that are "giant" types, and it will not work on creatures with an intelligence score of 4 or higher, or with a rating of low intelligence or better (whichever applies). If the creature is already within range, the cleric, using some type of food desirable to the animal as a lure, can call the animal to come. The animal is allowed a saving throw versus spell, and if this succeeds the spell fails. If the saving throw is failed, the animal will advance toward the cleric and await his or her bidding. The cleric can communicate with the animal in a crude fashion, telling it to go to a certain place, but directions must be simple. The spell caster can attach some small item or note to the animal. If so instructed, the animal will then wait at that location until the duration of the spell expires. (Note that unless the intended recipient of a message is expecting a *messenger* in the form of a small animal or bird, the carrier may be ignored.) When the spell's duration expires, the animal or bird will return to its normal activities. The intended receiver of a message gains no communication ability.

Resist Fire (Alteration)

Level: 2
Range: Touch
Duration: 1 turn/level
Area of Effect: Creature touched

Components: V, S, M
Casting Time: 5 segments
Saving Throw: None

Explanation/Description: When this spell is placed upon a creature by a cleric, the creature's body is toughened to withstand heat, and boiling temperature is comfortable. The recipient of the *resist fire* spell can even stand in the midst of very hot or magical fires such as those produced by red-hot charcoal, a large amount of burning oil, flaming swords, fire storms, fire balls, meteor swarms, or red dragon's breath — but these will affect the creature, to some extent. The recipient of the spell gains a bonus of +3 on saving throws against such attack forms, and all damage sustained is reduced by 50%; therefore, if the saving throw is not made, the creature sustains one-half damage, and if the saving throw is made only one-quarter damage is sustained. Resistance to fire lasts for 1 turn for each level of experience of the cleric placing the spell. The caster needs a drop of mercury as the material component of this spell.

Silence, 15' Radius (Alteration)

Level: 2
Range: 12''
Duration: 2 rounds/level
Area of Effect: 30' diameter sphere

Components: V, S
Casting Time: 5 segments
Saving Throw: None

Explanation/Description: Upon casting this spell, complete silence prevails in the area of its effect. All sound is stopped, so all conversation is impossible, spells cannot be cast, and no noise whatsoever issues forth. The spell can be cast into the air or upon an object. The spell of *silence* lasts for 2 rounds for each level of experience of the cleric, i.e. 2 rounds at 1st level, 4 at 2nd, 6 at 3rd, 8 at 4th and so forth. The spell can be cast upon a creature, and the effect will then radiate from the creature and move as it moves. If the creature is unwilling, it saves against the spell, and if the saving throw is made, the spell effect locates about one foot behind the target creature.

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Duration: 1 turn/level
Area of Effect: Creature touched

Components: V, S, M
Casting Time: 5 segments
Saving Throw: None

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Slow Poison (Necromantic)

Level: 2
Range: Touch
Duration: 1 hour/level
Area of Effect: Creature touched

Components: V, S, M
Casting Time: 1 segment
Saving Throw: None

Explanation/Description: When this spell is placed upon a poisoned individual it greatly slows the effects of any venom, even causing a supposedly dead individual to have life restored if it is cast upon the victim within a number of turns less than or equal to the level of experience of the cleric after the poisoning was suffered, i.e. a victim poisoned up to 10 turns previously could be temporarily saved by a 10th or higher level cleric who cast *slow poison* upon the victim. While this spell does not neutralize the venom, it does prevent it from substantially harming the individual for the duration of its magic, but each turn the poisoned creature will lose 1 hit point from the effect of the venom (although the victim will never go below 1 hit point while the *slow poison* spell's duration lasts). Thus, in the example above, the victim poisoned 10 turns previously has only 10 hit points, so when the 10th level cleric casts the spell, the victim remains with 1 hit point until the spell duration expires, and hopefully during that period a full cure can be accomplished. The material components of this spell are the cleric's holy/unholy symbol and a bud of garlic which must be crushed and smeared on the victim's bare feet.



Snake Charm (Enchantment/Charm)

Level: 2
Range: 3"
Duration: Special
Area of Effect: Special

Components: V, S
Casting Time: 5 segments
Saving Throw: None

Explanation/Description: When this spell is cast, a hypnotic pattern is set up which causes one or more snakes to cease all activity except a semi-erect postured swaying movement. If the snakes are charmed while in a torpor, the duration of the spell is 3 to 6 turns ($d4 + 2$); if the snakes are not torpid, but are not aroused and angry, the charm lasts 1 to 3 turns; if the snakes are angry and/or attacking, the snake charm spell will last from 5 to 8 melee rounds ($d4 + 4$). The cleric casting the spell can charm snakes whose hit points are less than or equal to those of the cleric. On the average, a 1st level cleric could charm snakes with a total of 4 or 5 hit points; a 2nd level cleric 9 hit points, a 3rd level 13 or 14 hit points, etc. The hit points can represent a single snake or several of the reptiles, but the total hit points cannot exceed those of the cleric casting the spell.

Speak With Animals (Alteration)

Level: 2
Range: 0
Duration: 2 rounds/level
Area of Effect: One animal within 3" radius of cleric

Components: V, S
Casting Time: 5 segments
Saving Throw: None

Explanation/Description: By employing this spell, the cleric is empowered to comprehend and communicate with any warm or cold-blooded animal which is not mindless (such as an amoeba). The cleric is able to ask questions, receive answers, and generally be on amicable terms with the animal. This ability lasts for 2 melee rounds for each level of experience of the cleric employing the spell. Even if the bent of the animal is opposite to that of the cleric (evil/good, good/evil), it and any others of the same kind with it will not attack while the spell lasts. If the animal is neutral or of the same general bent as the cleric (evil/evil, good/good), there is a possibility that the animal, and its like associates, will do some favor or service for the cleric. This possibility will be determined by the referee by consulting a special reaction chart, using the charisma of the cleric and his actions as the major determinants. Note that this spell differs from *Speak With Monsters* (q.v.), for it allows conversation only with basically normal, non-fantastic creatures such as apes, bears, cats, dogs, elephants, and so on.

Spiritual Hammer (Invocation)

Level: 2
Range: 3"
Duration: 1 round/level
Area of Effect: One opponent

Components: V, S, M
Casting Time: 5 segments
Saving Throw: Special

Explanation/Description: By calling upon his or her deity, the cleric casting a *spiritual hammer* spell brings into existence a field of force which is shaped vaguely like a hammer. This area of force is hammer-sized, and as long as the cleric who invoked it concentrates upon the hammer, it will strike at any opponent within its range as desired by the cleric. The force area strikes as a magical weapon equal to one plus per 3 levels of experience of the spell caster for purposes of being able to strike creatures, although it has no magical plusses whatsoever "to hit", and the damage it causes when it scores a hit is exactly the same as a normal war hammer, i.e. 1-6 versus opponents of man-size or smaller, 1-4 upon larger opponents. Furthermore, the hammer strikes at exactly the same level as the cleric controlling it, just as if the cleric was personally wielding the weapon. As soon as the cleric ceases concentration, the *spiritual hammer* is dispelled. Note: If the cleric is behind an opponent, the force can strike from this position, thus gaining all bonuses for such an attack and negating defensive protections such as shield and dexterity. The material component of this spell is a normal war hammer which the cleric must hurl towards opponents whilst uttering a plea to his or her deity. The hammer disappears when the spell is cast.

Withdraw (Alteration)

Level: 2
Range: 0
Duration: Special
Area of Effect: The cleric

Components: V, S, M
Casting Time: 3 segments
Saving Throw: None

Explanation/Description: By means of a *withdraw* spell, the cleric effectively alters the flow of time with regard to himself or herself. While but 1 segment of time passes for those not affected by the spell, the cleric is able to spend 1 round of time in contemplation. The base spell duration is 2 segments (2 rounds, from the cleric's point of view), and the cleric adds 1 additional increment of time for each level of experience he or she possesses. Thus, at the 5th level of experience, the spell caster could spend up to 6 rounds cogitating on some matter while but 6 segments of time passed for all others. (The DM must allow the spell caster 1 minute of real time per segment to ponder some problem or question. No discussion with non-affected characters is permitted.) Note that while affected by the *withdraw* spell, the cleric can perform only these particular acts: the casting of an *augury* spell, any curing or healing spells, or any informational spells — and all such spells can only be cast upon the cleric himself or herself. The casting of any of these spells in a different fashion (e.g., a *cure light wounds* bestowed upon a companion) will cause the magic of the *withdraw* spell to cease. Similarly, the cleric who is affected by the *withdraw* spell cannot walk or run, become *invisible*, or otherwise engage in actions other than thinking, reading, and the like. The *withdrawn* cleric can be affected by the actions of others while under the influence of this spell, and any attack upon the cleric which succeeds will break the spell.

Wyvern Watch (Evocation)

Level: 2
Range: 3"
Duration: 8 hours or until strike
Area of Effect: 1' diameter sphere

Components: V, S, M
Casting Time: 5 segments
Saving Throw: Neg.

Explanation/Description: This spell is known as *wyvern watch* because of the insubstantial haze brought forth by its casting, which vaguely resembles a wyvern. It is typically used to guard some area against intrusion. Any creature that approaches within 1" of the area in question is subject to attack from the spell force. The "wyvern" will strike, and any creature so attacked must make its saving throw versus spell or else stand *paralyzed* for 1 round per level of the caster, or until freed by the spell caster, by a *dispel magic* spell, or by a *remove paralysis* spell. A successful saving throw indicates that the target creature was missed by the attack of the wyvern-form, and the spell remains in place. As soon as a target creature is successfully struck by the wyvern-form, the *paralysis* takes effect and the force of the spell itself is dissipated. The spell force will likewise dissipate if no intruder is struck by the wyvern-form for 8 hours after the spell is cast. Any creature approaching the space being guarded by the wyvern-form may be able to detect its presence before coming close enough to be attacked; this chance of detection is 90% in bright light, 30% in twilight conditions, and 0% in darkness. The material component is the cleric's holy/unholy symbol.

CLERIC SPELLS, 3RD LEVEL

Third Level Spells:

Animate Dead (Necromantic)

Level: 3
Range: 1"
Duration: Permanent
Area of Effect: Special

Components: V, S, M
Casting Time: 1 round
Saving Throw: None

Explanation/Description: This spell creates the lowest of the undead monsters, skeletons or zombies, from the bones or bodies of dead humans. The effect is to cause these remains to become animated and obey the commands of the cleric casting the spell. The skeletons or zombies will follow, remain in an area and attack any creature (or just a specific type of creature) entering the place, etc. The spell will animate the monsters until they are destroyed or until the magic is dispelled. (See *dispel magic* spell). The cleric is able to animate 1 skeleton or 1 zombie for each level of experience he or she has attained. Thus, a 2nd level cleric can animate 2 of these monsters, a 3rd level 3, etc. The act of animating dead is not basically a good one, and it must be used with careful consideration and good reason by clerics of good alignment. It requires a drop of blood, a piece of human flesh, and a pinch of bone powder or a bone shard to complete the spell.

Cloudburst (Alteration)

Level: 3
Range: 1"/level
Duration: 1 round
Area of Effect: 3" diam. cylinder up to 6" high

Components: V, S, M
Casting Time: 5 segments
Saving Throw: None (& special)

Explanation/Description: By means of this spell the caster causes the atmosphere to instantly precipitate all of its water vapor in the form of huge drops of rain, the resulting condensation not only causing a true downburst of rain but also sucking more vapor into the area to likewise be precipitated. The *cloudburst* will effectively drench everything in its area of effect within 1 segment, for its rain will fall at the rate of $\frac{1}{10}$ inch per segment, or 1 inch of rainfall in 1 round. All normal fires within the area of effect will be extinguished by a *cloudburst* — small ones instantly, medium-sized ones in 3-5 segments, and large-sized ones in 8-10 segments. Magical fires will also be extinguished by a *cloudburst*, with the following general rules applying:

Permanent magical fires will re-light in 1-2 rounds. Small, rekindlable magical fires such as that of a *flame tongue* sword will be affected only during the actual *cloudburst*.

Spells such as *produce fire* and *burning hands* will be negated. Large-area spells such as *fireball*, *flame strike*, *wall of fire*, etc., will, in the course of being extinguished, vaporize the rain into a cloud of steam covering an area four times as large as the spell's area of effect (i.e., a cylinder of up to 12" in diameter and as much as 24" high). This steam will inflict 1-3 points of damage per round on normal creatures within its area, and will do twice that damage to cold-dwelling or cold-using creatures. The cloud of steam will persist for 2-5 rounds, half that if a breeze is blowing, or only 1 round if a strong wind is blowing.

In arid regions, the *cloudburst* will act only as a double-strength *precipitation* spell. In hot and humid areas, the duration of the spell will be extended to 2 rounds. In areas with a temperature between 33° and 31° F. inclusive, sleet rather than rain will fall, with ice and slush being formed when it accumulates. In temperatures of 30° F. and lower, the *cloudburst* becomes a *snowburst*, with one inch of snow per segment falling. The material components for the spell are powdered silver and powdered iodine crystals, plus the cleric's holy symbol.

Continual Light (Alteration) Reversible

Level: 3
Range: 12"
Duration: Permanent
Area of Effect: 6" radius globe

Components: V, S
Casting Time: 6 segments
Saving Throw: None

Explanation/Description: This spell is similar to a *light* spell, except that it lasts until negated (by a *continual darkness* or *dispel magic* spell) and its brightness is very great, being nearly as illuminating as full daylight. It can be cast into air, onto an object, or at a creature. In the third case, the *continual light* affects the space about one foot behind the creature if the latter makes its saving throw. Note that this spell will blind a creature if it is successfully cast upon the visual organs, for example. Its reverse causes complete absence of light.

Create Food & Water (Alteration)

Level: 3
Range: 1"
Duration: Permanent
Area of Effect: 1 cubic foot/level

Components: V, S
Casting Time: 1 turn
Saving Throw: None

Explanation/Description: When this spell is cast, the cleric causes food and/or water to appear. The food thus created is highly nourishing, and each cubic foot of the material will sustain three human-sized creatures or one horse-sized creature for a full day. For each level of experience the cleric has attained, 1 cubic foot of food and/or water is created by the spell, i.e. 2 cubic feet of food are created by a 2nd level cleric, 3 by a 3rd, 4 by a 4th, and so on; or the 2nd level cleric could create 1 cubic foot of food and 1 cubic foot of water, etc.

Cure Blindness (Abjuration) Reversible

Level: 3
Range: Touch
Duration: Permanent
Area of Effect: Creature touched

Components: V, S
Casting Time: 1 round
Saving Throw: None

Explanation/Description: By touching the creature afflicted, the cleric employing the spell can permanently cure most forms of blindness. Its reverse, *cause blindness*, requires a successful touch upon the victim, and if the victim then makes the saving throw, the effect is negated.

Cure Disease (Abjuration) Reversible

Level: 3
Range: Touch
Duration: Permanent
Area of Effect: Creature touched

Components: V, S
Casting Time: 1 turn
Saving Throw: None

Explanation/Description: The cleric cures most diseases — including those of a parasitic, bacterial, or viral nature — by placing his or her hand upon the diseased creature. The affliction rapidly disappears thereafter, making the cured creature whole and well in from 1 turn to 1 week, depending on the kind of disease and the state of its advancement when the cure took place. The reverse of the *cure disease* spell is *cause disease*. To be effective, the cleric must touch the intended victim, and the victim must fail the saving throw. The disease caused will begin to affect the victim in 1-6 turns, causing the afflicted creature to lose 1 hit point per turn, and 1 point of strength per hour, until the creature is at 10% of original hit points and strength, at which time the afflicted is weak and virtually helpless.



Death's Door (Necromantic)

Level: 3
 Range: *Touch*
 Duration: 1 hour/level
 Area of Effect: One human or demi-human

Components: V, S, M
 Casting Time: 5 segments
 Saving Throw: None

Explanation/Description: When a cleric employs this spell, he or she touches a human or demi-human who is unconscious and "at death's door" (-1 to -9 hit points). The spell immediately brings the individual to 0 hit points. While the individual remains unconscious, bleeding and deterioration are stopped for the duration of the *death's door* spell. The subject, because of being treated by the spell and now being at 0 hit points, can be brought to consciousness, and have hit points restored, by means of *cure light wounds*, *cure serious wounds*, etc., potions such as *healing* or *extra-healing*, or clerical or other items which magically restore lost hit points. The material components of the spell are the cleric's holy/unholy symbol, a bit of white linen, and any form of unguent.

Dispel Magic (Abjuration)

Level: 3
 Range: 6"
 Duration: Permanent
 Area of Effect: 3" cube

Components: V, S
 Casting Time: 6 segments
 Saving Throw: None

Explanation/Description: When a cleric casts this spell, it neutralizes or negates the magic it comes in contact with as follows: A *dispel magic* will not affect a specially enchanted item such as a scroll, magic ring, wand, rod, staff, miscellaneous magic item, magic weapon, magic shield, or magic armor. It will destroy magic potions (they are treated as 12th level for purposes of this spell), remove spells cast upon persons or objects, or counter the casting of spells in the area of effect. The base chance for success of a *dispel magic* spell is 50%. For every level of experience of the character casting the *dispel magic* above that of the creature whose magic is to be dispelled (or above the efficiency level of the object from which the magic is issuing), the base chance increases by 5%, so that if there are 10 levels of difference, there is a 100% chance. For every level below the experience/efficiency level of the creature/object, the base chance is reduced by 2%. Note that this spell can be very effective when used upon *charmed* and similarly beguiled creatures. It is automatic in negating the spell caster's own magic.

Feign Death (Necromantic)

Level: 3
 Range: *Touch*
 Duration: 1 turn + 1 round/level
 Area of Effect: One person

Components: V, S, M
 Casting Time: 2 segments
 Saving Throw: None

Explanation/Description: Except as noted above, this spell is the same as the third level magic-user spell, *feign death* (q.v.). Note that a character of any level may be affected by the cleric casting this spell, and that the material components are a pinch of graveyard dirt and the cleric's holy/unholy symbol.

Explanation/Description: By means of this spell, the caster or any other creature whose levels of experience/hit dice do not exceed the magic-user's own level can be put into a cataleptic state which is impossible to distinguish from actual death. Although the person/creature affected by the *feign death* spell can smell, hear, and know what is going on, no feeling or sight of any sort is possible; thus, any wounding or mistreatment of the body will not be felt and no reaction will occur and damage will be only one-half normal. In addition, paralysis, poison, or energy level drain will not affect the individual/creature under the influence of this spell, but poison injected or otherwise introduced into the body will become effective when the spell recipient is no longer under the influence of this spell, although a saving throw is permitted. Note that only a willing individual can be affected by *feign death*. The spell caster is able to end the spell effects at any time desired, but it requires 1 full round for bodily functions to begin again.

Flame Walk (Alteration)

Level: 3
 Range: *Touch*
 Duration: 1 turn + 1/level
 Area of Effect: *Special*

Components: V, S, M
 Casting Time: 5 segments
 Saving Throw: None

Explanation/Description: By means of this spell the caster is able to empower himself or herself, or another creature of man-size and comparable mass, to withstand non-magical fires up to temperatures of 2,000° F. It also confers a + 2 bonus to saving throws against magical fires. For every level of experience above the minimum required to create the *dweomer* (5th), the caster can affect an additional man-sized creature. This growing power enables multiple individuals, or one or more of greater than man-size and mass, to be affected by the *flame walk* spell. For instance, an 11th-level caster could empower both himself or herself and a steed such as a horse to move in molten lava. (Consider a horse to be equivalent to 6 humans for purposes of this spell; conversely, halfling-sized creatures count as 1/2 human apiece, and pixie-sized creatures are considered equivalent to 1/4 human each.) The material components of the spell are at least 500 gp of powdered ruby and the cleric's holy/unholy symbol.

Glyph of Warding (Abjuration-Evocation)

Level: 3
 Range: *Touch*
 Duration: Permanent until discharged
 Area of Effect: 25 square feet per level of the spell caster

Components: V, S, M
 Casting Time: *Special*
 Saving Throw: *Special*

Explanation/Description: A *glyph of warding* is a powerful inscription magically drawn to prevent unauthorized or hostile creatures from passing, entering, or opening. It can be used to guard a small bridge, ward an entry, or as a trap on a chest or box. When the spell is cast, the cleric weaves a tracery of faintly glowing lines around the warding sigil. For every square foot of area to be protected, 1 segment of time is required to trace the warding lines from the glyph, plus the initial segment during which the sigil itself is traced. A maximum of a 5' X 5' area per level can be warded. When the spell is completed, the glyph and tracery become invisible, but any creature touching the protected area without first speaking the name of the glyph the cleric has used to serve as a ward will be subject to the magic it stores. Saving throws apply, and will either reduce effects by one-half or negate them according to the glyph employed. The cleric must use incense to trace this spell, and then sprinkle the area with powdered diamond (at least 2,000 g.p. worth) if it exceeds 50 square feet. Typical glyphs shock for 2 points of electrical damage per level of the spell caster, explode for a like amount of fire damage, paralyze, blind, or even drain a life energy level (if the cleric is of high enough level to cast this glyph).

Locate Object (Divination) Reversible

Level: 3
 Range: 6" + 1"/level
 Duration: 1 round/level
 Area of Effect: *Special*

Components: V, S, M
 Casting Time: 1 turn
 Saving Throw: None

Explanation/Description: This spell aids in location of a known or familiar object. The cleric casts the spell, slowly turns, and knows when he or she is facing in the direction of the object to be located, provided the object is within range, i.e. 7" for 1st level clerics, 8" for 2nd, 9" for 3rd, etc. The casting requires the use of a piece of lodestone. The spell will locate such objects as apparel, jewelry, furniture, tools, weapons, or even a ladder or stairway. By reversal (*obscure object*), the cleric is able to hide an object from location by spell, crystal ball, or similar means. Neither application of the spell will affect a living creature.



Magical Vestment (Conjuration/Alteration)

Level: 3
 Range: *Touch*
 Duration: 6 rounds/level
 Area of Effect: *The cleric*

Components: V, S, M
 Casting Time: 1 round
 Saving Throw: *None*

Explanation/Description: This spell enchants the caster's vestment, providing protection equivalent to armor. It will only function while the cleric is on ground *consecrated* to his or her deity (cf. 1st-level *ceremony* spell). If any armor or protective device is worn during the spell duration, the vestment protects as if normal chain mail armor. If no other protection is worn, the vestment also gains a +1 enchantment for each four levels of the cleric, to a maximum effect of *chain mail* +4 (base AC 1). The magic lasts for 6 rounds per level of the caster, or until the caster loses consciousness or leaves the *consecrated* area. The material components are the vestment to be enchanted and the cleric's holy/unholy symbol.

Meld Into Stone (Alteration)

Level: 3
 Range: *Touch*
 Duration: 8 rounds + 1-8
 Area of Effect: *Special*

Components: V, S, M
 Casting Time: 7 segments
 Saving Throw: *None*

Explanation/Description: The magic of this spell, when properly cast, allows the cleric to meld his or her body and possessions worn or carried into a large stone. To effect the spell, the cleric stands next to the stone to be melded into (which must be large enough to accommodate the cleric's body in all three dimensions) while holding a small sample of the same type of stone. When casting is complete, the cleric and up to 100 pounds of his or her non-living gear blend into the stone. Magical artifacts and relics are not affected by the spell. If the dimensions of the stone are not sufficient, or if the cleric is wearing and carrying more than 100 pounds of gear, the spell will fail and be wasted. The magic lasts for 9-16 (1d8 + 8) rounds, the variable part of the duration rolled secretly by the DM. At any time before the duration expires, the cleric can step out of the stone along the same surface that he or she used to enter it (i.e., the spell does not allow movement through the stone such as would a *passwall* or *phase door* spell). If the duration runs out before the cleric exits the stone, then he or she will be expelled from the stone and take 4-32 (4d8) points of damage — and each piece of gear affected must save versus petrification or turn to stone. While in the stone, the cleric is aware of the passage of time; however, he or she cannot see or hear anything that may be going on around the stone. The following spells will harm the cleric if cast upon the stone that he or she is occupying: *Stone to flesh* will expel the cleric and inflict 4-32 points of damage, but items carried need not save. *Stone shape* will cause 4-16 (4d4) points of damage, but will not expel the cleric. *Transmute rock to mud* expels the cleric and will slay the victim instantly unless he or she makes a successful saving throw versus spell.

Negative Plane Protection (Abjuration)

Level: 3
 Range: *Touch*
 Duration: 1 turn/level
 Area of Effect: *One Prime Material Plane creature*

Components: V, S, M
 Casting Time: 1 round
 Saving Throw: *None*

Explanation/Description: This spell enables the caster or any other eligible creature touched to be partially protected from an undead monster that has an existence on the Negative Material Plane (such as a shadow, wight, wraith, spectre, or vampire). The dweomer of the spell opens a channel to the Positive Material Plane, the energy from which helps to offset the effect of the undead creature's attack. The recipient is allowed a saving throw versus death magic if he or she is touched (attacked) by an undead creature. Success indicates that the recipient takes normal hit-point damage from the attack, but does not suffer the drain of experience that would otherwise take place. In addition, the undead creature takes 2-12 (2d6) hit points of damage from the Positive Plane energy. The magic is only proof against one such

attack, and dissipates after that attack whether or not the saving throw is successful. If the saving throw versus death magic is failed, the recipient of the spell takes double the usual physical damage in addition to the loss of experience that normally occurs. The spell will also protect the recipient from the effect of a magic-user's *energy drain* spell, but in such a case the magic-user is not affected. The contact between the Positive and Negative Planes that this spell brings about will cause a bright flash of light and a sound like that of a thunderclap, but these phenomena do not cause damage in any event. The protection will last for 1 turn per level of the cleric casting the spell, or until the recipient is successfully attacked by an undead monster. This spell cannot be cast on the Negative Material Plane.

Prayer (Conjuration/Summoning)

Level: 3
 Range: 0
 Duration: 1 round/level
 Area of Effect: 6" radius

Components: V, S, M
 Casting Time: 6 segments
 Saving Throw: *None*

Explanation/Description: This spell exactly duplicates the effects of a *chant* with regard to bonuses of +1 for friendly attacks and saving throws and -1 on like enemy dice. However, once the *prayer* is uttered, the cleric can do other things, unlike a *chant* which he or she must continue to make the spell effective. The cleric needs a silver holy symbol, prayer beads, or a similar device as the material component of this spell.

Remove Curse (Abjuration) Reversible

Level: 3
 Range: *Touch*
 Duration: *Permanent*
 Area of Effect: *Special*

Components: V, S
 Casting Time: 6 segments
 Saving Throw: *Special*

Explanation/Description: Upon casting this spell, the cleric is usually able to remove a curse — whether it be on an object, a person, or in the form of some undesired sending or evil presence. Note that the *remove curse* spell will not affect a cursed shield, weapon or suit of armor, for example, although the spell will typically enable the person afflicted with any such cursed item to be rid of it. The reverse of the spell is not permanent; the *bestow curse* lasts for 1 turn for every level of experience of the cleric using the spell. It will lower one ability of the victim to 3 (your DM will determine which by random selection) 50% of the time; reduce the victim's "to hit" and saving throw probabilities by -4 25% of the time; or make the victim 50% likely per turn to drop whatever he, she, or it is holding (or simply do nothing in the case of creatures not using tools) 25% of the time. It is possible for a cleric to devise his or her own curse, and it should be similar in power to those shown. Consult your referee. The target of a *bestow curse* spell must be touched. If the victim is touched, a saving throw is still applicable; and if it is successful, the effect is negated.

Remove Paralysis (Abjuration) Reversible

Level: 3
 Range: 1"/level
 Duration: *Permanent*
 Area of Effect: 1-4 creatures in a 2" x 2" area

Components: V, S
 Casting Time: 6 segments
 Saving Throw: *None*

Explanation/Description: By the use of this spell, the cleric can free the subject creature(s) from the effects of paralyzation or similar forces (such as a *hold* spell). By casting this spell and then pointing his or her finger in the proper direction, the cleric can *remove paralysis* from as many as 4 creatures that are within range and within the area of effect. There must be no physical or magical barrier between the caster and the creature(s) to be affected, or else the spell will fail and be wasted. Each target of the spell obtains a new saving throw versus paralyzation, at a +3 bonus if only one creature is involved, +2 if two creatures are to be affected, and +1 if three or four creatures are the target.

The reverse of the spell, *cause paralysis*, can affect only one target, which must be touched by the cleric (successful roll "to hit") using his or her holy/unholy symbol. If the victim fails a saving throw versus spell, paralyzation will set in for a duration of 1-6 rounds plus 1 round per level of the caster. Clerics of good alignment should be very discerning in their use of *cause paralysis*, and this spell might actually be prohibited to clerics belonging to certain good-aligned orders.

Speak With The Dead (Necromantic)

Level: 3
 Range: 1
 Duration: *Special*
 Area of Effect: *One creature*

Components: V, S, M
 Casting Time: 1 turn
 Saving Throw: *None*

Explanation/Description: Upon casting a *Speak With The Dead* spell, the cleric is able to ask several questions of a dead creature in a set period of time and receive answers according to the knowledge of that creature. Of course, the cleric must be able to converse in the language which the dead creature once used. The length of time the creature has been dead is a factor, since only higher level clerics can converse with the long-dead. Likewise, the number of questions which can be answered and the length of time in which the questions can be asked are dependent upon the level of experience of the cleric. The cleric needs a holy symbol and burning incense in order to cast this spell upon the body, remains, or portion thereof.

Level of Experience	Maximum Length of Time Dead	Time Questioned	Number of Questions
up to 7th	1 week	1 round	2
7th — 8th	1 month	3 rounds	3
9th — 12th	1 year	1 turn	4
13th — 15th	10 years	2 turns	5
16th — 20th	100 years	3 turns	6
21st and up	1,000 years	6 turns	7

Water Walk (Alteration)

Level: 3
 Range: *Touch*
 Duration: 1 turn + 1/level
 Area of Effect: *Special*

Components: V, S, M
 Casting Time: 7 segments
 Saving Throw: *None*

Explanation/Description: By means of this spell, the caster is able to empower himself or herself or another creature of man-size and comparable mass to tread upon water as if it were firm, grassy ground (cf. *ring of water walking*). For every level of the caster above the minimum required to create the *dweomer* (5th level), he or she can affect an additional man-sized creature. This growing power enables multiple individuals, or one or more of greater size and mass, to be affected by the *water walk* spell. For instance, an 11th-level caster could additionally affect a horse, so that he or she could move atop the waves while mounted. (Consider a horse to be equivalent to 6 humans for purposes of this spell.) The material components for this spell are a piece of cork and the cleric's holy/unholy symbol.

Fourth Level Spells:**Abjure** (Abjuration) Reversible (Conjuration/Summoning)

Level: 4
 Range: 1"
 Duration: *Permanent*
 Area of Effect: *One creature*

Components: V, S, M
 Casting Time: 1 round
 Saving Throw: *Neg. (see below)*

Explanation/Description: When a cleric employs a spell of this sort, he or she is attempting to return a creature from another plane of existence to its own plane. The exact name of the type of creature to be affected by the *abjure* spell must be known. If the creature also has a specific (proper) name, then that too must be known and used. The naming cleric then compares his or her level against the level or hit dice of the creature under *abjuration*, in the same way that the success of a *dispel magic* spell is determined (base 50% chance of success, plus or minus the level/HD difference between the caster and the creature to be affected). The percent chance for success is then compared to a percentile dice roll. If the roll is equal to or less than the chance to *abjure*, the creature is instantly sent back to its own plane. In all other cases the spell fails. (The creature might not wish to remain on the caster's plane, and in such a case it could be appreciative of the cleric's attempt to return it to its home.)

The material components for an *abjure* spell are a holy/unholy symbol, holy or unholy water, and often some material inimical to the creature. In reversed form, the material components are the same except for the last, which must be something that the *implored* creature craves or respects.

Cloak of Fear (Illusion/Phantasm) Reversible

Level: 4
 Range: 0
 Duration: 1 turn/level
 Area of Effect: *The cleric*

Components: V, S, M
 Casting Time: 6 segments
 Saving Throw: *Neg.*

Explanation/Description: The casting of this spell empowers the cleric to radiate a personal aura of *fear* out to a 3' radius. Any character or creature that intrudes upon this aura must save versus spell or run away in fear for 6 rounds (cf. 3rd-level magic-user spell *fear*). The spell will only remain in effect until one creature fails to save, whereupon the *dweomer* of the spell is dissipated. The spell has no effect upon creatures that themselves radiate *fear*, or upon undead creatures of any sort, and it is not dissipated upon contact by such creatures. It likewise remains in effect if an intruder makes a successful saving throw, but will expire after a duration of 1 turn per level of the cleric if not brought down earlier. Note that members of the cleric's party are not immune to the effects of the spell. The cleric may cancel the aura at any time before the duration ends if desired.

The reverse of the spell, *cloak of bravery*, can be cast upon the cleric or upon another creature which is a willing recipient. A character or creature protected by a *cloak of bravery* gains a +3 bonus to the saving throw against any form of magical *fear* encountered. The magic of the *cloak of bravery* works only once and only upon a single figure, and is dispelled whether or not the recipient succeeds on his or her saving throw. The magic does not negate or otherwise affect the innate ability of a creature (such as a devil) to radiate *fear*, so that the creature can still affect others in the vicinity.

The material components for a *cloak of fear* are a miniature quiver and a chicken feather; for a *cloak of bravery*, the necessary items are a drop of alcohol and the brain of a newt.

Cure Serious Wounds (Necromantic) Reversible

Level: 4
 Range: *Touch*
 Duration: *Permanent*
 Area of Effect: *Creature touched*

Components: V, S
 Casting Time: 7 segments
 Saving Throw: *None*

Explanation/Description: This spell is a more potent version of the *cure light wounds* spell (q.v.). Upon laying his or her hand upon a creature, the cleric causes from 3 to 17 (2d8+1) hit points of wound or other injury damage to the creature's body to be healed. This healing will affect only those creatures listed in the *cure light wounds* spell explanation. Cause *serious wounds*, the reverse of the spell, operates similarly to the *cure light wounds* spell, the victim having to be touched first, and if the touch is successful, it will inflict 3 to 17 hit points.

Detect Lie (Divination) Reversible

Level: 4
 Range: 3"
 Duration: 1 round/level
 Area of Effect: *One person*

Components: V, S, M
 Casting Time: 7 segments
 Saving Throw: *None*

Explanation/Description: When the cleric employs this spell, the recipient is immediately able to determine if truth is being spoken. The spell lasts one round for each level of experience of the cleric casting the *detect lie*. Gold dust is necessary for this spell. Its reverse, *undetectable lie*, makes bald-face untruths seem reasonable, or simply counters the *detect lie* spell powers. The reverse spell requires brass dust as its material component.

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Divination (Divination)

Level: 4
Range: 0
Duration: Special
Area of Effect: Special

Components: V, S, M
Casting Time: 1 turn
Saving Throw: None

Explanation/Description: Similar to an *augury* spell, a *divination* spell is used to determine information regarding an area. The area can be a small woods, large building, or section of a dungeon level. In any case, its location must be known. The spell gives information regarding the relative strength of creatures in the area; whether a rich, moderate or poor treasure is there; and the relative chances for incurring the wrath of evil or good supernatural, super powerful beings if the area is invaded and attacked. The base chance for correct *divination* is 60%, plus 1% for each level of experience of the cleric casting the spell, i.e. 65% at 5th level, 66% at 6th, etc. The Dungeon Master will make adjustments to this base chance considering the facts regarding actual area being divined. If the result is not correct, inaccurate information will be obtained. The material components of the *divination* are a sacrificial creature, incense, and the holy symbol of the cleric. If an unusually potent *divination* is attempted, sacrifice of particularly valuable gems or jewelry and/or magic items may be required.

Exorcise (Abjuration)

Level: 4
Range: 1
Duration: Permanent
Area of Effect: One creature or object

Components: V, S, M
Casting Time: 1-100+ turns
Saving Throw: None

Explanation/Description: The spell of *exorcism* will negate possession of a creature or an object by any outside or supernatural force. This includes control of a creature by some force in an object, possession by *magic jar* (q.v.) spell, demonic possession, curse, and even charm, for the *exorcise* spell is similar to a *dispel magic* spell. Furthermore, it will affect a magical item if such is the object of the *exorcism*. Thus a soul object of any sort which comes under successful *exorcism* will make the life force of the creature concerned wholly inhabit its nearest material body, wholly and completely. (Cf. **ADVANCED DUNGEONS & DRAGONS, MONSTER MANUAL**, Demon.) The *exorcise* spell, once begun, cannot be interrupted, or else it is spoiled and useless. The base chance for success is a random 1% to 100%. Each turn of *exorcism* the dice are rolled, and if the base chance number, or less, is rolled, the spell is successful. Base chance of success is modified by -1% for each level of difference between the cleric's level of experience and the level of the possessor or possessing magic, where the smaller number is the cleric's level. In the obverse, a +1% cumulative is added. The referee can determine base chance according to the existing circumstances if he or she so desires. Material components for this spell are the holy object of the cleric and holy water (or unholy, in the case of evil clerics, with respect to object and water). A religious artifact or relic can increase the chance of success by from 1% to 50%, according to the power of the artifact or relic.

Giant Insect (Alteration) Reversible

Level: 4
Range: 2"
Duration: 2 rounds/level
Area of Effect: One or more insects

Components: V, S, M
Casting Time: Special
Saving Throw: None

Explanation/Description: By means of this spell, the cleric can turn one or more normal-sized insects into larger forms which resemble the "giant" forms of such creatures as described in the *Monster Manual* books or the *FIEND FOLIO®* Tome. The number of insects that can be affected is dependent upon the cleric's level: one at 7th-9th level, two at 10th or 11th level, three at 12th or 13th level, and four at 14th or higher level. The total hit dice of all *giant insects* created is 3 HD at 7th-9th level, 4 HD at 10th or 11th, 5 HD at 12th or 13th, and 6 HD at 14th or higher level. The magic only works upon one type of insect at one time; i.e., a cleric cannot use the same casting of the spell to affect both an ant and a fly. The casting time for a *giant insect* spell is one round per hit die of the resulting giant creature(s); if the casting is interrupted for any reason, the subject insect(s) will die and the spell will be ruined. A monster created by this spell will have as many attacks per round as its namesake, but will not do full damage unless the created form has as many hit dice as the usual giant version of the same insect. Although it may have more hit dice than a standard giant form, the created insect can never exceed the damage figures given in the books. *Example:* A cleric of 14th level can use the *giant insect* spell to enlarge a normal wasp to one having 6 HD (instead of the usual 4 HD for a giant wasp; see *Monster Manual*), but the creature would still do damage of 2-8/1-4. Conversely, a 7th-level cleric can use this spell to create a giant wasp of 3 HD, and such a creature would have reduced damage figures of 2-6/1-3 — three-fourths of the damage potential of a "real" giant wasp, since it only has three-fourths of the usual number of hit dice for such a creature.

The spell will only work on actual insects. Arachnids, crustaceans, and other types of small creatures are not affected. The *giant insects* created will not have any special attacks or defenses possessed by the standard giant forms; however, armor class, movement rate, and other physical characteristics are as described in the creature's book listing. Any *giant insects* created by this spell will not attempt to harm the cleric, but the cleric's control of such creatures is limited. He or she could give them simple commands such as "attack," "defend," "guard," and so forth, but could not instruct them to attack a certain creature or guard against a particular occurrence. Unless commanded to do otherwise, the *giant insects* will attempt to attack whomever or whatever is near them.

The reverse of the spell, *shrink insect*, will reduce the size of standard giant insects as well as those created by the unreversed form of the spell. The shrinking will be at a rate of 1 HD for every 4 levels of the casting cleric, with a maximum of 6 HD of reduction (to a minimum of 1/4 HD, or 1 hp). Special attacks possessed by a standard giant insect will be retained, but at a weaker level which allows a bonus to the saving throw versus the attack. For instance, a 9th-level cleric could cast *shrink insect* upon a standard giant wasp to reduce it from 4 HD to 1 HD. The resulting insect would still be able to use its poison sting, but the saving throw against such an attack would be at a +3 bonus (or perhaps higher), and the hit-point damage from its normal attacks would be reduced to 1-2 for a bite and 1 point for a sting — one-fourth of the usual amounts, since the creature is only one-fourth of its original size. The material component for either version of the spell is the cleric's holy/unholy symbol.

Imbue With Spell Ability (Enchantment-Alteration)

Level: 4
Range: *Touch*
Duration: *Special*
Area of Effect: *One individual*

Components: V, S, M
Casting Time: *1 turn*
Saving Throw: *None*

Explanation/Description: By the use of this spell, the cleric can bestow the ability to cast a particular spell upon a character normally unable to cast spells. The magic is only effective on thieves, fighters, cavaliers, assassins, monks, rangers (of under 8th level), and paladins (of under 9th level) — it will not work on a member of any other character class or sub-class, nor will it function upon a monster or any individual with less than one full hit die. The spell or spells to be *imbued* in the subject must be ones that the cleric presently carries (i.e., has prayed for), and they can only be spells of an informational or defensive nature, or a *cure light wounds* spell. An attempt to transfer any other sort of spell will cause the magic to fail, and then no spells will be *imbued* in the recipient even if other allowable spells were also chosen. As many as three separate spells can be *imbued*, including one 2nd-level spell and one or two 1st-level spells. In order to receive any spell, the subject character must have a wisdom score of 9 or higher. A single 1st-level spell can be *imbued* in any eligible recipient, but the recipient must be at least 3rd level to receive two 1st-level spells, and must be at least 5th level to receive a 2nd-level spell. If a transferred spell's characteristics (range, duration, area of effect, etc.) are variable according to the level of the caster, then the recipient will cast them at his or her own level. All other spell details (e.g., casting time, components, etc.) apply normally.

When a cleric casts *imbue with spell ability* upon another character, the cleric loses that particular spell from his or her repertoire and cannot memorize more spells until the recipient uses all of the spells that were transferred. The material components for this spell are the cleric's holy/unholy symbol, plus some minor item "borrowed" from the intended recipient which is symbolic of his or her profession (a lockpick for a thief, a dagger for an assassin, etc.). The "borrowed" item is consumed in the casting of the spell.

Lower Water (Alteration) Reversible

Level: 4
Range: *12"*
Duration: *1 turn/level*
Area of Effect: *1" × 1"*
square/level area

Components: V, S, M
Casting Time: *1 turn*
Saving Throw: *None*

Explanation/Description: The cleric casting a *lower water* spell causes water or similar fluid in the area of effect to sink away. Lowering is 5% of original effect for every level of experience of the cleric, i.e. 40% at 8th level, 45% at 9th, 50% at 10th, etc. The effect of the spell lasts for 1 turn for each level of experience of the cleric casting it. Likewise, the area of effect increases by level of experience, an 8th level cleric affecting an area of 8" × 8", a 9th level an area of 9" × 9", and so forth. Material components of this spell are the cleric's religious symbol and a pinch of dust. The reverse of the spell causes the water or similar fluid to return to its normal highest level, plus one foot for every level of experience of the cleric casting it.

Neutralize Poison (Alteration) Reversible

Level: 4
Range: *Touch*
Duration: *Permanent*
Area of Effect: *Creature touched or*
1 cubic foot of substance/2 levels

Components: V, S
Casting Time: *7 segments*
Saving Throw: *None*

Explanation/Description: By means of a *neutralize poison* spell, the cleric detoxifies any sort of venom in the creature or substance touched. Note that an opponent, such as a poisonous reptile or snake (or even an venomous weapon of an opponent) unwilling to be so touched requires the cleric to score a hit in melee combat. Effects of the spell are permanent only with respect to poison existing in the touched creature at the time of the touch, i.e. creatures (or objects) which generate new poison will not be permanently detoxified. The reversed spell, *poison*, likewise requires an attack (a "to hit" touch which succeeds), and the victim is allowed a saving throw versus poison. If the latter is unsuccessful, the victim is killed by the poison.

Protection From Evil, 10' Radius (Abjuration) Reversible

Level: 4
Range: *Touch*
Duration: *1 turn/level*
Area of Effect: *20' diameter sphere*

Components: V, S, M
Casting Time: *7 segments*
Saving Throw: *None*

Explanation/Description: The globe of protection of this spell is identical in all respects to a *protection from evil* (q.v.) spell, except that it encompasses a much larger area and the duration of the *protection from evil*, 10' radius spell is greater. To complete this spell, the cleric must trace a circle 20' in diameter using holy water or blood, incense or smouldering dung as according to the *protection from evil* spell.

Speak With Plants (Alteration)

Level: 4
Range: *0*
Duration: *1 round/level*
Area of Effect: *6" diameter circle*

Components: V, S, M
Casting Time: *1 turn*
Saving Throw: *None*

Explanation/Description: When cast, a *speak with plants* spell enables the cleric to converse, in very rudimentary terms, with all sorts of living vegetables. Thus, the cleric can question plants as to whether or not creatures have passed through them, cause thickets to part to enable easy passage, require vines to entangle pursuers, and similar things. The spell does not enable the cleric to animate non-ambulatory vegetation. The power of the spell lasts for 1 melee round for each level of experience of the cleric who cast it. All vegetation within the area of effect are under command of the spell. The material components for this spell are a drop of water, a pinch of dung, and a flame.

Spell Immunity (Abjuration)

Level: 4
Range: *Touch*
Duration: *1 turn/level*
Area of Effect: *One individual*

Components: V, S, M
Casting Time: *1 round*
Saving Throw: *None*

Explanation/Description: By means of this spell, the cleric or any creature touched is made immune to the effects of a specified spell of 4th level or lower that the cleric has directly experienced. For instance, if the cleric has been hit by a *fireball* spell at some time, then this spell can be used to protect someone from the effect of a *fireball*. This spell cannot affect an intended recipient who is already magically protected by a spell or other temporary effect. The magic of this spell will only protect against actual cast spells, not against effects of magic items or a creature's innate spell-like abilities, but immunity lasts for the full duration of the spell. Only one *spell immunity* can be in effect upon a single creature at one time; any applications subsequent to the first have no effect until the first duration ends. The *spell immunity* does not extend to items carried by the recipient, which must still make saving throws (if applicable) to avoid damage. Only a particular spell can be protected against, not a certain class of spells or a group of spells which are similar in effect; thus, someone given immunity from *lightning bolt* spells would still be vulnerable to a *shocking grasp*. The material component for *spell immunity* is the same (if any) as for the spell to be protected against.

Spike Growth (Alteration/Enchantment)

Level: 4
Range: *6"*
Duration: *1-6 turns + 1/level*
Area of Effect: *10' square per level of caster*

Components: V, S, M
Casting Time: *7 segments*
Saving Throw: *None*

Explanation/Description: Wherever any sort of plant growth of moderate size or density is found, this spell is of service. It enables the caster to cause ground-covering vegetation and/or roots and rootlets to become very hard and sharply pointed. In effect the ground cover, while appearing to be unchanged, acts as if the area were strewn with caltrops. In areas of bare ground or earthen pits, roots and rootlets will act in the same way. Without the use of a spell such as *true seeing*, similar magical aids, or some other special means of detection (such as *detect traps*), an area affected by *spike growth* is absolutely undetectable as such until a victim enters the area and takes damage.

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Even then, the creature will not be able to determine the extent of the perilous area unless some means of magical detection is used. For each 1" of movement through the area, a victim will incur 2 "attacks" from the *spike growth*. Hit probability is as if the caster of the spell were making an attack, and any successful hit causes 1-4 points of damage. Spells which control or harm vegetation, or a *dispel magic* spell, will negate the area of the *dweomer*. The components for this spell are the cleric's holy symbol plus either seven sharp thorns or seven small twigs, each sharpened to a point.

Sticks To Snakes (Alteration) Reversible

Level: 4
Range: 3"
Duration: 2 rounds/level
Area of Effect: 1 cubic "
Components: V, S, M
Casting Time: 7 segments
Saving Throw: None

Explanation/Description: By means of this spell the cleric is able to change 1 stick to a snake for each level of experience he or she has attained, i.e. a 9th level cleric can change 9 sticks into 9 snakes. These snakes will attack as commanded by the cleric. There must, of course, be sticks or similar pieces of wood (such as torches, spears, etc.) to turn into snakes. Note that magical items such as staves and spears which are enchanted are not affected by the spell. Only sticks within the area of effect will be changed. The probability of a snake thus changed being venomous is 5% per level of experience of the spell caster, so that there is a 55% probability of any given snake created by the spell being poisonous when sticks are turned to snakes by an 11th level cleric, 60% at 12th level, etc. The effect lasts for 2 melee rounds for each level of experience of the spell caster. The material components of the spell are a small piece of bark and several snake scales. The reverse changes snakes to sticks for the duration appropriate, or it negates the sticks to snakes spell according to the level of the cleric countering the spell, i.e. a 10th level cleric casting the reverse spell can turn only 10 snakes back to sticks.

Tongues (Alteration) Reversible

Level: 4
Range: 0
Duration: 1 turn
Area of Effect: 6" diameter circle
Components: V, S
Casting Time: 7 segments
Saving Throw: None

Explanation/Description: This spell enables the cleric to speak the language of any creature inside the spell area, whether it is a racial tongue or an alignment language. The reverse of the spell cancels the effect of the tongues spell or confuses verbal communication of any sort within the area of effect.

Fifth Level Spells:

Air Walk (Alteration)

Level: 5
Range: Touch
Duration: 6 turns + 1/level
Area of Effect: One creature
Components: V, S, M
Casting Time: 1 segment
Saving Throw: None

Explanation/Description: This spell enables the cleric to tread upon air just as if it were solid ground. Moving upward is similar to walking up a hill, and the more steep the ascent, the slower the rate of movement: Ascending at a 45° angle is done at one-half normal movement, a 60° angle reduces movement to one-fourth of normal, and traveling straight upward can be done at one-eighth the normal rate. Similarly, rapid descent is possible, almost as if the cleric were running downhill; invert the above proportions, so that traveling straight downward can be done at eight times the normal movement rate (or, of course, at any slower rate the traveller desires). An *air walking* creature is always in control of his or her movement rate; someone traveling straight down at a rapid rate can "stop on a copper piece" to avoid crashing into the ground or some other solid object. Someone attempting to *air walk* while a *gust of wind* spell is in effect in the same area will move at one-half the usual rate if going into the *gust*, or twice the usual rate if traveling in the same direction. The spell can be placed upon any creature touched, up to and including one of giant size. For example, the caster could place the spell upon a trained horse and ride it through the air. Of course, an animal not accustomed to such movement would panic, so the steed would certainly need careful and lengthy training. The material components for the spell are the cleric's holy/unholy symbol and a bit of thistledown.

Animate Dead Monsters (Necromantic)

Level: 5
Range: 1"
Duration: Permanent
Area of Effect: Special
Components: V, S, M
Casting Time: 7 segments
Saving Throw: None

Explanation/Description: This spell enables the caster to animate 1 humanoid or semi-humanoid skeleton or corpse for every 2 levels of experience which he or she has attained. The *dweomer* animates the remains and empowers the caster to give commands. Direct commands or instructions of up to about 12 words in length will be obeyed by the skeletons or zombies animated (cf. *animate dead* spell). Monster types which can be animated by this spell include but are not limited to: apes (carnivorous and giant), bugbears, ettins, giants (all varieties), ogres, and trolls (all varieties). In general, the remains must be of bipedal monsters of more than 3 hit dice and with endoskeletons similar to those of humans, except in size (which must be greater than 7' height). Corpses animated by this spell are treated either as monster zombies (see *Monster Manual II*), or else as normal (living) creatures of the same form if that creature type normally has less than 6 hit dice. Skeletons animated by this spell are treated as monsters of half the hit dice (rounded up) of the normal sort. Animated monsters of either type receive their normal physical attacks, but have no special attacks or defenses other than those typically possessed by monster zombies or skeletons. The material components for the spell are the cleric's holy/unholy symbol and a small specimen of the type of creature which is to be animated.

Atonement (Abjuration)

Level: 5
Range: Touch
Duration: Permanent
Area of Effect: One person
Components: V, S, M
Casting Time: 1 turn
Saving Throw: None

Explanation/Description: This spell is used by the cleric to remove the onus of unwilling or unknown deeds from the person who is the subject of the *atonement*. The spell will remove the effects of magical alignment change as well. The person for whom *atonement* is being made must be either truly repentant or not in command of his or her own will so as to be able to be repentant. Your referee will judge this spell in this regard, noting any past instances of its use upon the person. Deliberate misdeeds and acts of knowing and willful nature cannot be atoned for with this spell. The material components of this spell are the cleric's religious symbol, prayer beads or wheel or book, and burning incense.

Commune (Divination)

Level: 5
Range: 0
Duration: *Special*
Area of Effect: *Special*

Components: V, S, M
Casting Time: 1 turn
Saving Throw: None

Explanation/Description: By use of a *commune* spell the cleric is able to contact his or her divinity — or agents thereof — and request information in the form of questions which can be answered by a simple “yes” or “no”. The cleric is allowed one such question for every level of experience he or she has attained. The answers given will be correct. It is probable that the referee will limit the use of *commune* spells to one per adventure, one per week, or even one per month, for the “gods” dislike frequent interruptions. The material components necessary to a *commune* spell are the cleric’s religious symbol, holy/unholy water, and incense.

Cure Critical Wounds (Necromantic) Reversible

Level: 5
Range: *Touch*
Duration: *Permanent*
Area of Effect: *Creature touched*

Components: V, S
Casting Time: 8 segments
Saving Throw: None

Explanation/Description: The *cure critical wounds* spell is a very potent version of the *cure light wounds* spell (q.v.). The cleric lays his or her hand upon a creature and heals from 6 to 27 (3d8+3) hit points of damage from wounds or other damage. The spell does not affect creatures excluded in the *cure light wounds* spell explanation. Its reverse, *cause critical wounds*, operates in the same fashion as other *cause wounds* spells, requiring a successful touch to inflict the 6-27 hit points of damage. Caused wounds heal as do wounds of other sorts.

Dispel Evil (Abjuration) Reversible

Level: 5
Range: *Touch*
Duration: 1 round/level
Area of Effect: *Creature touched*

Component: V, S, M
Casting Time: 8 segments
Saving Throw: Neg.

Explanation/Description: The cleric using this spell causes summoned creatures of evil nature, or monsters enchanted and caused to perform evil deeds, to return to their own plane or place. Examples of such creatures are: aerial servants, demons, devils, djinn, efreet, elementals, and invisible stalkers. Note that this spell lasts for 1 melee round for each level of experience of the caster, and while the spell is in effect all creatures which could be affected by it attack at a -7 penalty on their “to hit” dice when engaging the spell caster. The reverse of the spell, *dispel good*, functions against summoned or enchanted creatures of good alignment or sent to aid the cause of good. The material components for this spell are the cleric’s religious object and holy/unholy water.

Flame Strike (Evocation)

Level: 5
Range: 6’
Duration: 1 segment
Area of Effect: 1” diameter by 3” high column

Components: V, S, M
Casting Time: 8 segments
Saving Throw: ½

Explanation/Description: When the cleric calls down a *flame strike* spell, a column of fire roars downward in the exact location called for by the caster. If any creature is within the area of effect of a *flame strike*, it must make a saving throw. Failure to make the save means the creature has sustained 6-48 (6d8) hit points of damage; otherwise, 3-24 (3d8) hit points of damage are taken. The material component of this spell is a pinch of sulphur.

Golem (Enchantment/Charm)

Level: 5
Range: 1’
Duration: *Special*
Area of Effect: *Special*

Components: V, S, M
Casting Time: 8 segments
Saving Throw: None

Explanation/Description: In order for this spell to operate, the cleric must first construct the form of the golem to be made. The cleric must do this personally and then place a *prayer* spell upon the construction. All golems must be man-shaped and approximately man-sized,

although they can be as small as 3’ or as large as 7’ tall. The sort of golem that can be created depends on the material used and the level of the cleric:

At 9th or higher level, the cleric can create a *straw golem*. Construction time is 1 hour, duration thereafter is 1 hour per level. The golem has AC 10, MV 12”, HD 2 + 4, hp 20, #AT 2, D 1-2/1-2, SD immune to piercing weapons, half damage from blunt weapons. Carrying capacity is 30 pounds. The golem is highly susceptible to flame (taking double normal damage).

At 11th or higher level, the cleric can create a *rope golem*. Construction time is 3 hours, duration thereafter is 3 hours per level. The golem has AC 8, MV 9”, HD 3 + 6, hp 30, #AT 1, D 1-6 plus strangulation (6 points per round after scoring a hit until destroyed or caused to release its grip), SD immune to blunt weapons, half damage from piercing weapons. Carrying capacity is 40 pounds.

At 13th or higher level, the cleric can create a *leather golem*. Construction time is 9 hours, duration thereafter is 6 hours per level. The golem has AC 6, MV 6”, HD 4 + 8, hp 40, #AT 2, D 1-6/1-6, SD + 1 or better magic weapon to hit, half damage from blunt weapons. Carrying capacity is 50 pounds.

At 15th or higher level, the cleric can create a *wood golem*. Construction time is 27 hours, duration thereafter is 12 hours per level. The golem has AC 4, MV 3”, HD 5 + 10, hp 50, #AT 1, D 3-12, SD + 1 or better magic weapon to hit, immune to blunt and piercing weapons. Carrying capacity is 60 pounds.

These creations are collectively known as *lesser golems* to distinguish them from the golems described in the Monster Manual. Similar to their namesakes, these golems have no minds, so spells such as *charm*, *fear*, *hold*, *sleep*, and the like have no effect on them. The dweomer of the lesser golem enables it to save as if it were a cleric of the same experience level as the one who created it. These golems cannot speak, but they can comprehend and carry out simple instructions involving no more than a dozen words.

Insect Plague (Conjuration/Summoning)

Level: 5
Range: 36’
Duration: 1 turn/level
Area of Effect: 36” diameter, 6’ high cloud

Components: V, S, M
Casting Time: 1 turn
Saving Throw: None

Explanation/Description: When this spell is cast by the cleric, a horde of creeping, hopping, and flying insects swarm in a thick cloud. These insects obscure vision, limiting it to 3’. Creatures within the *insect plague* sustain 1 hit point of damage for each melee round they remain in it due to the bites and stings of the insects, regardless of armor class. The referee will cause all creatures with fewer than five hit dice to check morale. Creatures with two or fewer hit dice will automatically move at their fastest possible speed in a straight line in a random direction until they are not less than 24” distant from the cloud of insects. Creatures with fewer than five hit dice which fail their morale check will behave likewise. Heavy smoke will drive off insects within its bounds. Fire will also drive insects away; a wall of fire in a ring shape will keep the *insect plague* outside its confines, but a fire ball will simply clear insects from its blast area for 1 turn. Lightning and cold/ice act likewise. The plague lasts for 1 turn for each level of experience of the cleric casting the spell, and thereafter the insects disperse. The insects swarm in an area which centers around a summoning point determined by the spell caster, which point can be up to 36” distant from the cleric. The *insect plague* does not move thereafter for as long as it lasts. Note that the spell can be countered by casting a *dispel magic* upon the summoning point. A cube of force (a special magic item) would keep insects away from a character seeking the center of the swarm, but invisibility would afford no protection. The material components of this spell are a few grains of sugar, some kernels of grain, and a smear of fat.

Magic Font (Divination)

Level: 5
 Range: *Touch*
 Duration: *Special*
 Area of Effect: *Special*

Components: V, S, M
 Casting Time: 5 turns
 Saving Throw: *None*

Explanation/Description: This spell causes a holy/unholy water font to serve as a scrying device. The spell will not function unless the cleric is in good standing with his or her deity. The basin of holy/unholy water becomes similar to a *crystal ball* (see *Dungeon Masters Guide*, Miscellaneous Magic Treasure section, under *crystal ball*). For each vial of capacity of the basin of the font, the cleric may scry for 1 round; thus, the duration of the *magic font* spell is directly related to the size of the holy/unholy water receptacle. For the chances of a character being able to detect scrying, see the *crystal ball* description in the *Dungeon Masters Guide* and the text for the magic-user spell *magic mirror* herein. The material components for this spell, the cleric's holy/unholy symbol and the font and its trappings, are not exhausted by the use of the spell.

Plane Shift (Alteration)

Level: 5
 Range: *Touch*
 Duration: *Permanent*
 Area of Effect: *Creature touched*
 (special)

Components: V, S, M
 Casting Time: 8 segments
 Saving Throw: *None*

Explanation/Description: When the *plane shift* spell is cast, the cleric moves himself or herself or some other creature to another plane of existence. The recipient of the spell will remain in the new plane until sent forth by some like means. If several persons link hands in a circle, up to seven can be affected by the *plane shift* at the same time. The material component of this spell is a small, forked metal rod — the exact size and metal type dictating to which plane of existence the spell will send the affected creature(s) to. (Your referee will determine specifics regarding how and what planes are reached.) An unwilling victim must be touched in order to be sent thusly; and in addition, the creature also is allowed a saving throw, and if the latter is successful the effect of the spell is negated.

Quest (Enchantment/Charm)

Level: 5
 Range: 6''
 Duration: *Until fulfilled*
 Area of Effect: *One creature*

Components: V, S, M
 Casting Time: 8 segments
 Saving Throw: *Neg.*

Explanation/Description: The *quest* is a spell by means of which the cleric requires the affected creature to perform a service and return to the cleric with proof that the deed was accomplished. The quest can, for example, require the location and return of some important or valuable object, the rescue of a notable person, the release of some creature, the capture of a stronghold, the slaying of a person, the delivery of some item, and so forth. If the quest is not properly followed due to disregard, delay, or perversion, the creature affected by the spell loses 1 from its saving throw dice for each day of such action, and this penalty will not be removed until the quest is properly discharged or the cleric cancels it. (There are certain circumstances which will temporarily suspend a quest, and other which will discharge or cancel it; your *Dungeon Master* will give you appropriate information as the need to know arises.) The material component of this spell is the cleric's religious symbol.

Rainbow (Evocation/Alteration)

Level: 5
 Range: 12''
 Duration: 1 round/level
 Area of Effect: *Special*

Components: V, S, M
 Casting Time: 7 segments
 Saving Throw: *None*

Explanation/Description: In order to effect this spell, the cleric must be in sight of a rainbow of any sort, or have a special component (see below). The *rainbow* spell has four applications, and the cleric is able to decide which one is desired at the time of casting. These applications are:

Bow: The spell creates a shimmering, multi-layered bow of rainbow hues. It is light and easy to pull, so that anyone with a strength of 6 or better can use it. It is magic, each of its missiles being equal to a +3 weapon, and there is no non-proficiency penalty for its use. However, it can only be employed by a member of a character class permitted to use a bow. The bow will fire 7 missiles before disappearing. It fires once or twice per round, according to the user's desire. Each time a missile is fired, one hue leaves the bow, corresponding to the color of arrow that is released. Each color of arrow has the ability to cause double damage to certain creatures, as follows:

Red — fire dwellers/users
 Orange — earth elementals
 Yellow — vegetable targets (including fungus creatures, shambling mounds, treants, etc.)
 Green — aquatic creatures and water elementals
 Blue — aerial creatures, electricity-using creatures, and air elementals
 Indigo — acid-using or poison-using creatures
 Violet — metallic or regenerating creatures

When the bow is drawn, an arrow of the appropriate color magically appears, nocked and ready. If no color is requested, or a color that has already been used is asked for, then the next arrow (in the order of the spectrum) will appear.

Bridge: The caster causes the *rainbow* to form a seven-hued bridge. The bridge is as many feet wide as the cleric has levels of experience, and it can bear as much weight, in hundreds of pounds, as the cleric has levels of experience. It will be at least 20' long and can be as long as 120', according to the desire of the caster. If the bridge's weight limit is exceeded at any time, the bridge will simply disappear into nothingness; otherwise, it will last for the length of the spell duration or until ordered out of existence by the caster.

Elevator: When desired, the caster can cause the *rainbow* to lift his or her person, and all those within a 10' radius, skyward. The effect is to carry the cleric and others, if any, in a path arching upward to as high an altitude as the cleric desires, and then down again if desired. Care must be taken to reach a place of safety before the spell duration expires, or the *rainbow elevator* will disappear, leaving those treading upon it with no means of support. Movement along the *rainbow elevator* is at a rate of 12", and the arc of the rainbow trails out 12" behind those traveling upon it.

Flagon: When used in this form, the *rainbow* swirls and condenses into a seven-colored vessel which contains seven measures of pure water. Each time a measure of the water is poured out, one of the hues of the container mixes with it to produce a magical draught. Any measures of the liquid that remain unused at the expiration of the spell duration will disappear, along with the container itself, whether the contents have been poured from the *flagon* or not. The draughts and their effects are:

Red — *cure light wounds*
 Orange — *resist fire*
 Yellow — *cure blindness*
 Green — *slow poison*
 Blue — *cure disease*
 Indigo — *resist cold*
 Violet — *remove paralysis*

The effects of each draught consumed will be as if the appropriate spell had been cast by a cleric of 12th level, and these effects will persist after the duration of the spell expires.

The components for this spell are the cleric's holy/unholy symbol and a vial of holy/unholy water. If no rainbow is in the vicinity, the cleric can substitute a diamond of not less than 1,000 gp value, specifically prepared by him or her when in sight of a rainbow by the casting of *bless* and *prayer* spells upon the gem. Only the holy symbol remains after the spell is cast.

Raise Dead (Necromantic) Reversible

Level: 5
Range: 3"
Duration: Permanent
Area of Effect: One person

Components: V, S
Casting Time: 1 round
Saving Throw: Special

Explanation/Description: When the cleric casts a *raise dead* spell, he or she can restore life to a dwarf, gnome, half-elf, halfling, or human. The length of time which the person has been dead is of importance, as the cleric can raise dead persons only up to a certain point, the limit being 1 day for each level of experience of the cleric, i.e. a 9th level cleric can raise a person dead for up to 9 days. Note that the body of the person must be whole, or otherwise missing parts will still be missing when the person is brought back to life. Also, the resurrected person must make a special saving throw to survive the ordeal (see **CHARACTER ABILITIES, Constitution**). Furthermore, the raised person is weak and helpless in any event, and he or she will need one full day of rest in bed for each day he or she was dead. The somatic component of the spell is a pointed finger. The reverse of the spell, *slay living*, allows the victim a saving throw, and if it is successful, the victim sustains damage equal only to that caused by a *cause serious wounds* spell, i.e. 3-17 hit points. An evil cleric can freely use the reverse spell; a good cleric must exercise extreme caution in its employment, being absolutely certain that the victim of the *slay living* spell is evil and that his or her death is a matter of great necessity and for good, otherwise the alignment of the cleric will be sharply changed. Note that newly made *undead*, excluding skeletons, which fall within the days of being dead limit are affected by *raise dead* spells cast upon them. The effect of the spell is to cause them to become resurrected dead, providing the constitution permits survival; otherwise, they are simply dead.

Spike Stones (Alteration/Enchantment)

Level: 5
Range: 3"
Duration: 3-12 turns + 1/level
Area of Effect: 1" square per level, 1 spike per 1' sq.

Components: V, S, M
Casting Time: 6 segments
Saving Throw: None

Explanation/Description: The *spike stones* spell causes rock to shape itself into long, sharp points which tend to blend into the background. It is effective on both natural rock and worked stone. The *spike stones* serve to impede progress through an area or actually inflict damage. If an area is carefully observed, each observer is 25% likely to notice the sharp points of rock. Otherwise, those entering the area of effect of the spell will suffer 1-4 points of damage from each *spike stone* that hits, success of such attacks determined as if the caster of the spell were actually engaging in combat. Those entering the area are subject to attack immediately upon setting foot in the area and upon each step taken therein afterward. The initial step will be sufficient to allow the individual to become aware of some problem only if the initial attack succeeds; otherwise movement will continue and the *spike stones* will remain unnoticed until damage occurs. Charging or running victims will suffer 2 attacks per 1" of movement rate over the area of effect after initial damage is taken before being able to halt. Others will suffer but 1 additional attack-like check. Those falling into pits so affected by *spike stones* will suffer 6 such attack-like checks, each made at +2 probability "to hit" for each 10' of distance fallen, and +2 on damage inflicted per 10' distance fallen, spike damage being in addition to falling damage. The material component of this spell is four tiny stalactites.

True Seeing (Divination) Reversible

Level: 5
Range: Touch
Duration: 1 round/level
Area of Effect: 12" sight range

Components: V, S, M
Casting Time: 8 segments
Saving Throw: None

Explanation/Description: When the cleric employs this spell, all things within the area of the *true seeing* effect appear as they actually are. Secret doors become plain. The exact location of displaced things is obvious. Invisible things and those which are astral or ethereal become quite visible. Illusions and apparitions are seen through. Polymorphed, changed, or magicked things are apparent. Even the aura projected by creatures becomes visible, so that the cleric is able to know whether they

are good or evil or between. The spell requires an ointment for the eyes. The ointment is made from very rare mushroom powder, saffron, and fat. The reverse of the spell, *false seeing*, causes the person to see things as they are not, rich being poor, rough smooth, beautiful ugly. The ointment for the reverse spell is concocted of oil, poppy dust, and pink orchid essence. For both spells, the ointment must be aged for 1-6 months.

Sixth Level Spells:**Aerial Servant (Conjuration/Summoning)**

Level: 6
Range: 1"
Duration: 1 day/level
Area of Effect: Special

Components: V, S
Casting Time: 9 segments
Saving Throw: None

Explanation/Description: This spell summons an invisible *aerial servant* (see **ADVANCED DUNGEONS & DRAGONS, MONSTER MANUAL**) to do the bidding of the cleric who conjured it. The creature does not fight, but it obeys the command of the cleric with respect to finding and returning with whatever object or creature that is described to it. Of course, the object or creature must be such as to allow the *aerial servant* to physically bring it to the cleric or his or her assign. The spell caster should keep in mind the consequences of having an *aerial servant* prevented, for any reason, from completion of the assigned duty. The spell lasts for a maximum of 1 day for each level of experience of the cleric who cast it. The *aerial servant* returns to its own plane whenever the spell lapses, its duty is fulfilled, it is dispelled, the cleric releases it, or the cleric is slain. The cleric must have a protection from evil spell, or be within a magic circle, thaumaturgic triangle, or pentagram when summoning an *aerial servant* unless the cleric has his or her religious symbol or a religious artifact or relic to use to

control the creature. Otherwise, the creature will slay its summoner and return from whence it came. The *aerial servant* will always attack by complete surprise when sent on a mission, and gain the benefit of 4 free melee rounds unless the creature involved is able to detect invisible objects, in which case a six-sided die is rolled, and 1 = 1 free round, 2 = 2 free rounds, 3 = 3 free rounds, 4 = 4 free rounds, and 5 or 6 = 0 free rounds (the opponent is not surprised at all). Each round the *aerial servant* must dice to score a hit, and when a hit is scored, it means the *aerial servant* has grabbed the item or creature it was sent to take and bring back to the cleric. If a creature is involved, the *aerial servant's* strength is compared to the strength of the creature to be brought. If the creature in question does not have a strength rating, roll the appropriate number of the correct type of hit dice for the *aerial servant* and for the creature it has grabbed. The higher total is the stronger.

Animate Object (Alteration)

Level: 6
Range: 3"
Duration: 1 round/level
Area of Effect: 1 cubic foot/level

Components: V, S
Casting Time: 9 segments
Saving Throw: None

Explanation/Description: This powerful spell enables the cleric casting it to imbue inanimate objects with mobility and a semblance of life. The animated object, or objects, then attack whomever or whatever the cleric first designates. The object can be of any material whatsoever — wood, metal, stone, fabric, leather, ceramic, glass, etc. The speed of movement of the object is dependent upon its means of propulsion and its weight. A large wooden table would be rather heavy, but its legs would give it speed. A rug could only slither along. A jar would roll. Thus a large stone pedestal would rock forward at 1" per round, a stone statue would move at 4" per round, a wooden statue 8" per round, an ivory stool of light weight would move at 12". Slithering movement is about 1" to 2" per round, rolling 3" to 6" per round. The damage caused by the attack of an animated object is dependent upon its form and composition. Light, supple objects can only obscure vision, obstruct movement, bind, trip, smother, etc. Light, hard objects can fall upon or otherwise strike for 1-2 hit points of damage or possibly obstruct and trip as do light, supple objects. Hard, medium weight objects can crush or strike for 2-8 hit points of damage, those larger and heavier doing 3-12, 4-16, or even 5-20 hit points of damage. The frequency of attack of animated objects is dependent upon their method of locomotion, appendages, and method of attack. This varies from as seldom as once every five melee rounds to as frequently as once per melee round. The armor class of the object animated is basically a function of material and movement ability with regard to hitting. Damage is dependent upon the type of weapon and the object struck. A sharp cutting weapon is effective against fabric, leather, wood and like substances. Heavy smashing and crushing weapons are useful against

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wood, stone, and metal objects. Your referee will determine all of these factors, as well as how much damage the animated object can sustain before being destroyed. The cleric can animate 1 cubic foot of material for each level of experience he or she has attained. Thus, a 14th level cleric could animate one or more objects whose solid volume did not exceed 14 cubic feet, i.e. a large statue, two rugs, three chairs, or a dozen average rocks.

Blade Barrier (Evocation)

Level: 6
Range: 3"
Duration: 3 rounds/level
Area of Effect: Special
Components: V, S
Casting Time: 9 segments
Saving Throw: None

Explanation/Description: The cleric employs this spell to set up a wall of circling, razor-sharp blades. These whirl and flash in endless movement around an immobile point. Any creature which attempts to pass through the blade barrier suffers 8-64 (8d8) hit points of damage in doing so. The barrier remains for 3 melee rounds for every level of experience of the cleric casting it. The barrier can cover any area from as small as 5' square to as large as 2" square, i.e. 20' X 20' under ground, 60' X 60' outdoors.

Conjure Animals (Conjuration/Summoning)

Level: 6
Range: 3"
Duration: 2 rounds/level
Area of Effect: Special
Components: V, S
Casting Time: 9 segments
Saving Throw: None

Explanation/Description: The *conjure animals* spell enables the cleric to summon a mammal, or several of them, to his locale in order that the creature(s) can attack the cleric's opponents. The conjured animal(s) remain in the cleric's locale for 2 melee rounds for each level of experience of the cleric conjuring it (them), or until slain. The spell caster can, by means of his incantation, call up one or more mammals with hit dice whose total does not exceed his or her level. Thus, a cleric of 12th level could conjure one mammal with 12 hit dice, two with 6 hit dice each, three with 4 hit dice each, 4 with 3 hit dice each, six with 2 hit dice each, or 12 with 1 hit die each. For every +1 (hit point) of a creature's hit dice, count 1/4 of a hit die, i.e. a creature with 4 +3 hit dice equals a 4 3/4 hit dice creature. The creature(s) summoned by the spell will unfailingly attack the opponent(s) of the cleric by whom the spell was cast.

Find The Path (Divination) Reversible

Level: 6
Range: Touch
Duration: 1 turn/level
Area of Effect: Creature touched
Components: V, S, M
Casting Time: 3 rounds
Saving Throw: None

Explanation/Description: By use of this spell, the cleric is enabled to find the shortest, most direct route that he or she is seeking, be it the way to or from or out of a locale. The locale can be outdoors or underground, a trap or even a maze spell. The spell will enable the cleric to select the correct direction which will eventually lead him or her to egress, the exact path to follow (or actions to take), and this knowledge will persist as long as the spell lasts, i.e. 1 turn for each level of experience of the cleric casting *find the path*. The spell frees the cleric, and those with him or her from a maze spell in a single melee round and will continue to do so as long as the spell lasts. The material component of this spell is a set of divination counters of the sort favored by the cleric — bones, ivory counters, sticks, carved runes, or whatever. The reverse, *lose the path*, makes the creature touched totally lost and unable to find its way for the duration of the spell, although it can be led, of course.

Forbiddance (Abjuration)

Level: 6
Range: 3"
Duration: Permanent
Area of Effect: 6 cubic "/level
Components: V, S, M
Casting Time: 6 rounds
Saving Throw: Special

Explanation/Description: This spell can be used only to secure a *consecrated* area (cf. *ceremony* spell). The effect on the enchanted area is based on the ethics (law/chaos) and morals (good/evil) of those trying to enter it, relative to the caster's.

Identical morals and ethics: Cannot enter area unless password is known (no saving throw).

Different ethics: Save versus spell to enter the area; if failed, take 2-12 points of damage.

Different morals: Save versus spell to enter the area; if failed, take 4-24 points of damage.

Once a saving throw is failed, an intruder can never enter the *forbidden* area until the dweomer ceases. Effects are cumulative, and multiple required saving throws are certainly possible. The caster is immune to the spell's effect. Intruders who enter by making saving throws will feel uneasy and tense, despite their success. In addition to the cleric's holy/unholy symbol, components include holy/unholy water, silver/dung, and iron/sulfur.

Heal (Necromantic) Reversible

Level: 6
Range: Touch
Duration: Permanent
Area of Effect: Creature touched
Components: V, S
Casting Time: 1 round
Saving Throw: None

Explanation/Description: The very potent *heal* spell enables the cleric to wipe away disease and injury in the creature who receives the benefits of the spell. It will completely cure any and all diseases and/or blindness of the recipient and heal all hit points of damage suffered due to wounds or injury, save 1 to 4 (d4). It dispels a *feeblemind* spell. Naturally, the effects can be negated by later wounds, injuries, and diseases. The reverse, *harm*, infects the victim with a disease and causes loss of all hit points, as damage, save 1 to 4 (d4), if a successful touch is inflicted. For creatures not affected by the *heal* (or *harm*) spell, see *cure light wounds*.

Heroes' Feast (Evocation)

Level: 6
Range: 1"
Duration: 1 hour
Area of Effect: One individual per level of caster
Components: V, S, M
Casting Time: 1 turn
Saving Throw: None

Explanation/Description: This special dweomer enables the cleric to bring forth a great feast which will serve as many creatures as the cleric has levels of experience. The spell creates a magnificent table, chairs, service, and all the necessary food and drink. Those partaking of the feast are cured of all diseases, are immune to poison for 12 hours, and healed of 5-8 points of damage after imbibing the nectar-like beverage which is part of the feast. The ambrosia-like food that is consumed is equal to a *bless* spell that lasts for 12 hours. Also, during this period, the persons who consumed the feast are immune to *fear*, *hopelessness*, and *panic*. The feast takes one full hour to consume, and the beneficial effects do not set in until after this hour is over. If the feast is interrupted for any reason, the spell is ruined and all effects of the dweomer are negated. The material components of the spell are the cleric's holy/unholy symbol and specially fermented honey taken from the cells of bee larvae destined for royal status.

Part Water (Alteration)

Level: 6
Range: 2"/level
Duration: 1 turn/level
Area of Effect: Special
Components: V, S, M
Casting Time: 1 turn
Saving Throw: None

Explanation/Description: By employing a *part water* spell, the cleric is able to cause water or similar liquid to move apart, thus forming a trough. The depth and length of the trough created by the spell is dependent upon the level of the cleric, and a trough 3' deep by 1' by 2" (20' or 20 yards) is created per level, i.e. at 12th level the cleric would *part water* 36' deep by 12' wide by 24" (240' or 240 yards) long. The trough will remain as long as the spell lasts or until the cleric who cast it opts to end its effects (cf. *dispel magic*). The material component of this spell is the cleric's religious symbol.

Speak With Monsters (Alteration)

Level: 6
Range: 3" radius
Duration: 1 round/level

Components: V, S
Casting Time: 9 segments
Saving Throw: None

Explanation/Description: When cast, the *Speak With Monsters* spell allows the cleric to converse with any type of creature which has any form of communicative ability. That is, the monster will understand the intent of what is said to it by the cleric. The creature or creatures thus spoken to will be checked by your referee in order to determine reaction. All creatures of the same type as that chosen by the cleric to speak to can likewise understand if they are within range. The spell lasts for 1 melee round per level of experience of the cleric casting it, and during its duration conversation can take place as the monster is able and desires.

Stone Tell (Divination)

Level: 6
Range: Touch
Duration: 1 turn
Area of Effect: One cubic yard of stone

Components: V, S, M
Casting Time: 1 turn
Saving Throw: None

Explanation/Description: When the cleric casts a *stone tell* upon an area, the very stones will speak and relate to the caster who or what has touched them as well as telling what is covered, concealed, or simply behind the place they are. The stones will relate complete descriptions as required. The material components for this spell are a drop of mercury and a bit of clay.

Word Of Recall (Alteration)

Level: 6
Range: 0
Duration: Special
Area of Effect: Special

Components: V
Casting Time: 1 segment
Saving Throw: None

Explanation/Description: The *word of recall* spell takes the cleric instantly back to his or her sanctuary when the word is uttered. The sanctuary must be specifically designated in advance by the cleric. It must be a well known place, but it can be any distance from the cleric, above or below ground. Transportation by the *word of recall* spell is infallibly safe. The cleric is able to transport, in addition to himself or herself, 250 gold pieces weight cumulative per level of experience. Thus, a 15th level cleric could transport his or her person and 3,750 (375 pounds) gold pieces weight in addition; this extra matter can be equipment, treasure, or living material such as another person.

Seventh Level Spells:**Astral Spell** (Alteration)

Level: 7
Range: Touch
Duration: Special
Area of Effect: Special

Components: V, S
Casting Time: 3 turns
Saving Throw: None

Explanation/Description: By means of the *astral spell* a cleric is able to project his or her astral body into the *Astral Plane*, leaving his or her physical body and material possessions behind on the *Prime Material Plane*, (the plane on which the entire universe and all of its parallels have existence). Only certain magic items which have multi-planed existence can be brought into the *Astral Plane*. As the *Astral Plane* touches upon all of the first levels of the *Outer Planes*, the cleric can travel astrally to any of these *Outer Planes* as he or she wills. The cleric then leaves the *Astral Plane*, forming a body on the plane of existence he or she has chosen to enter. It is also possible to travel astrally anywhere in the *Prime Material Plane* by means of the *astral spell*, but a second body cannot be formed on the *Prime Material Plane*. As a general rule, a person astrally projected can be seen only by creatures on the *Astral Plane*. At all times the astral body is connected to the material by a silvery cord. If the cord is broken, the affected person is killed, astrally and materially, but generally only the psychic wind can normally cause the cord to break. When a second body is formed on a different plane, the silvery cord remains invisibly attached to the new body, and the cord simply returns to the latter where it rests on the *Prime Material Plane*, reviving it from its state of suspended animation. Although astrally projected persons are able to function on the *Astral*

Plane, their actions do not affect creatures not existing on the *Astral Plane*. The spell lasts until the cleric desires to end it, or until it is terminated by some outside means (dispel magic or destruction of the cleric's body on the *Prime Material Plane*). The cleric can take up to five other creatures with him or her by means of the *astral spell*, providing the creatures are linked in a circle with the cleric. These fellow travelers are dependent upon the cleric and can be stranded. Travel in the *Astral Plane* can be slow or fast according to the cleric's desire. The ultimate destination arrived at is subject to the conceptualization of the cleric. (See **APPENDIX IV, THE KNOWN PLANES OF EXISTENCE**, for further information on the *Astral Plane* and astral projection.)

Control Weather (Alteration)

Level: 7
Range: 0
Duration: 4-48 hours
Area of Effect: 4-16 square miles

Components: V, S, M
Casting Time: 1 turn
Saving Throw: None

Explanation/Description: The *control weather* spell allows a cleric to change the weather in the area he or she is in at the time the spell is cast. The spell will affect the weather for from 4 to 48 hours (4d12) in an area of from 4 to 16 square miles (4d4). It requires 1 turn to cast the spell, and an additional 1 to 4 (d4) turns for the effects of the weather to be felt. The *control weather* spell will not radically change the temperature, i.e. from below zero to a 100 degree temperature heat wave. The weather control possible depends upon the prevailing conditions:

CLEAR WEATHER	HOT WEATHER	CALM
Very clear	Warm weather	Dead calm
Light clouds or hazy	Sweltering heat	Light breeze
PARTLY CLOUDY WEATHER	WARM WEATHER	LIGHT WIND
Clear weather	Hot weather	Calm
Cloudy	Cool weather	Strong wind
Mist/Light rain/small hail	COOL WEATHER	STRONG WIND
Sleet/Light snow	Warm weather	Light wind
CLOUDY WEATHER	Cold weather	Gale
Partly cloudy	COLD WEATHER	GALE
Deep clouds	Cool weather	Strong wind
Fog	Arctic cold	Storm
Heavy rain/Large hail		STORM
Driving sleet/Heavy snow		Gale
		Hurricane-
		Typhoon

All three aspects of the weather (clouds/precipitation, temperature, and wind) can be controlled, but only as shown. For example, a day which is clear, warm, and with light wind can be controlled to become hazy, hot, and calm. Contradictions are not possible — fog and strong wind, for example. Multiple *control weather* spells can be used only in succession. The material components for this spell are the cleric's religious symbol, incense, and prayer beads or similar prayer object. Obviously, this spell functions only in areas where there are appropriate climatic conditions.

Earthquake (Alteration)

Level: 7
Range: 12"
Duration: 1 round
Area of Effect: ½" diameter/level

Components: V, S, M
Casting Time: 1 turn
Saving Throw: None

Explanation/Description: When this spell is cast by a cleric, a local tremor of fairly high strength rips the ground. The shock is over in one melee round. The earthquake affects all terrain, vegetation, structures, and creatures in its locale. The area of effect of the earthquake spell is circular, the diameter being ½" for every level of experience of the cleric casting it, i.e. a 20th level cleric casts an earthquake spell with a 10" diameter area of effect:

Effects are as follows:

TERRAIN

Cave or cavern	Collapses roof
Cliffs	— Crumble causing landslide
Ground	— Cracks open, causing creatures to fall in and be killed as follows: — Size S — 1 in 4 (d4) — Size M — 1 in 6 (d6) — Size L — 1 in 8 (d8)
Marsh	— Drains water off to form muddy, rough ground
Tunnel	— Caves in

VEGETATION

Small growth	— No effect
Trees	— 1 in 3 are uprooted and fall

STRUCTURES

All structures	— Sustain from 5 to 60 points (5d12) of structural damage; those taking full damage are thrown down in rubble
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CREATURES

See above

The material components for this spell are a pinch of dirt, a piece of rock, and a lump of clay.

Exaction (Evocation - Alteration)

Level: 7	Components: V, S, M
Range: 1"	Casting Time: 1 round
Duration: <i>Special</i>	Saving Throw: <i>Special</i>
Area of Effect: <i>One creature</i>	

Explanation/Description: When this spell is employed, the cleric confronts some powerful creature from another plane (including devas and powerful "name" demons, for instance, but not demigods or deities of any sort) and requires of it some duty or quest. The creature may not be one ethically or morally opposed to the cleric (i.e. not evil if the cleric is good, not chaotic if the cleric is lawful). Note that an absolute (true) neutral creature is in effect greatly opposed to both good and evil, and both law and chaos. The spell caster must know something about the creature to exact service from it, or else he or she must offer some fair trade in return for the service. That is, if the cleric is aware that the creature has received some favor from someone of the cleric's alignment, then the *exaction* can name this as cause; if no balancing reason for service is known, then some valuable gift or service must be pledged in return for the *exaction*. The service exacted must be reasonable with respect to the past or promised favor or reward. The spell then acts as a *quest* upon the creature which is to perform the required service. Immediately upon completion of the service, the subject creature is transported to the vicinity of the cleric, and the cleric must then and there return the promised reward, whether it is irrevocable cancellation of a past debt or the giving of some service or other material reward. Upon so doing, the creature is instantly freed to return to its own plane. Failure to fulfill the promise to the letter results in the cleric being subject to *exaction* by the subject creature or by its master, liege, etc., at the very least. At worst, the creature may attack the reneging cleric without fear of any of his or her spells affecting it, for the failure to live up to the bargain gives the creature total immunity from the spell powers of the cleric so doing. The material components of this spell are the cleric's holy/unholy symbol, some matter or substance from the plane of the creature from whom an *exaction* is to be expected, and knowledge of the creature's nature and/or actions which is written out on a parchment leaf that is burned to seal the bargain.

Gate (Conjuration/Summoning)

Level: 7	Components: V, S
Range: 3"	Casting Time: 5 segments
Duration: <i>Special</i>	Saving Throw: None
Area of Effect: <i>Special</i>	

Explanation/Description: The casting of a *gate* spell has two effects: first, it causes an ultra-dimensional connection between the plane of existence the cleric is on and that plane on which dwells a specific being of great power, the result enabling the being to merely step through the gate, or portal, from its plane to that of the cleric; second, the utterance of the spell attracts the attention of the dweller on the other plane. When casting the spell, the cleric must name the demon, devil, demi-god, god, or similar being he or she desires to make use of the gate and come to the cleric's aid. There is a 100% certainty that something will step through the gate. The actions of the being which comes through will depend on many factors, including the alignment of the cleric, the nature of those in company with him or her, and who or what opposes or threatens the cleric. Your Dungeon Master will have a sure method of dealing with the variables of the situation. The being gated in will either return immediately (very unlikely) or remain to take action.

Holy (Unholy) Word (Conjuration/Summoning)

Level: 7	Components: V
Range: 0	Casting Time: 1 segment
Duration: <i>Special</i>	Saving Throw: None
Area of Effect: 3" radius	

Explanation/Description: The utterance of a *holy (unholy)* word has tremendous power. It drives off evil (good) creatures from other planes, forcing them to return to their own plane(s) of existence. It further affects other creatures of differing alignment as follows:

Creature's Hit Dice or Level	General	Effects		
		Move	Attack Dice	Spells
less than 4	kills	-	-	-
4 to 7 +	paralyzes 1-4 turns	-	-	-
8 to 11 +	stuns 2-8 rounds	-50%	-4	-
12 or more	deafens 1-4 rounds	-25%	-2	50% chance of failure

Affected creatures must be within the 6" diameter area of effect centering on the cleric casting the spell.

Regenerate (Necromantic) Reversible

Level: 7	Components: V, S, M
Range: <i>Touch</i>	Casting Time: 3 rounds
Duration: <i>Permanent</i>	Saving Throw: None
Area of Effect: <i>Creature touched</i>	

Explanation/Description: When a *regenerate* spell is cast, body members (fingers, toes, hands, feet, arms, legs, tails, or even the heads of multi-headed creatures), bones, or organs will grow back. The process of regeneration requires but 1 round if the member(s) severed is (are) present and touching the creature, 2-8 turns otherwise. The reverse, *wither*, causes the member or organ touched to shrivel and cease functioning in 1 round, dropping off into dust in 2-8 turns. As is usual, creatures must be touched in order to have harmful effect occur. The material components of this spell are a prayer device and holy/unholy water.

Restoration (Necromantic) Reversible

Level: 7
 Range: Touch
 Duration: Permanent
 Area of Effect: Creature touched

Components: V, S
 Casting Time: 3 rounds
 Saving Throw: None

Explanation/Description: When this spell is cast, the life energy level of the recipient creature is raised upwards by one. This subsumes previous life energy level drain of the creature by some force or monster. Thus, if a 10th level character had been struck by a wight and drained to 9th level, the restoration spell would bring the character up to exactly the number of experience points necessary to restore him or her to 10th level once again, and restoring additional hit dice (or hit points) and level functions accordingly. Restoration is only effective if the spell is cast within 1 day/level of experience of the cleric casting it of the recipient's loss of life energy. The reverse, *energy drain*, draws away a life energy level (cf. such "undead" as spectre, wight, vampire). The *energy drain* requires the victim to be touched. A restoration spell will restore the intelligence of a creature affected by a *feeblemind* spell (q.v.).

Resurrection (Necromantic) Reversible

Level: 7
 Range: Touch
 Duration: Permanent
 Area of Effect: Person touched

Components: V, S, M
 Casting Time: 1 turn
 Saving Throw: None

Explanation/Description: The cleric employing this spell is able to restore life and complete strength to the person he/she bestows the resurrection upon. The person can have been dead up to 10 years cumulative per level of the cleric casting the spell, i.e. a 19th level cleric can resurrect the bones of a person dead up to 190 years. See *raise dead* for limitations on what persons can be raised. The reverse, *destruction*, causes the victim of the spell to be instantly dead and turned to dust. *Destruction* requires a touch, either in combat or otherwise. The material components of the spell are the cleric's religious symbol and holy/unholy water. Employment of this spell makes it impossible for the cleric to cast further spells or engage in combat until he or she has had one day of bed rest for each level of experience of the person brought back to life or destroyed.

Succor (Alteration - Enchantment) Reversible

Level: 7
 Range: Touch
 Duration: Special
 Area of Effect: One individual

Components: V, S, M
 Casting Time: 1 day
 Saving Throw: None

Explanation/Description: By casting this spell, the cleric creates a powerful dweomer in some specially prepared object — a string of prayer beads, a small clay tablet, an ivory baton, etc. This object will radiate magic, for it contains the power to instantaneously transport its possessor to the sanctuary of the cleric who created its dweomer. Once the item is magicked, the cleric must give it willingly to an individual, at the same time informing him or her of a command word to be spoken when the item is to be used. To make use of the item, the recipient must speak the command word at the same time that he or she rends or breaks the item. When this is done, the individual and all that he or she is wearing and carrying will be instantly transported to the sanctuary of the cleric just as if the individual were capable of speaking a *word of recall* spell. No other creatures can be affected.

The reversed application of the spell enables the cleric to be transported to the immediate vicinity of the possessor of the dweomered item when it is broken and the command word said. The cleric can choose not to be affected by this "summons" by making that decision at the instant when the transportation is to take place, but if he or she so chooses, then the opportunity is gone forever and the spell is wasted. The cost of preparing the special item (for either version of the spell) varies from 2,000 to 5,000 gold pieces.

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Symbol (Conjuration/Summoning)

Level: 7
 Range: Touch
 Duration: 1 turn/level
 Area of Effect: Special

Components: V, S, M
 Casting Time: 3 segments
 Saving Throw: Neg.

Explanation/Description: The cleric casting this spell inscribes a symbol in the air or upon any surface, according to his or her wish. The symbol glows for 1 turn for each level of experience of the cleric casting it. The particular symbol used can be selected by the cleric at the time of casting, selection being limited to:

HOPELESSNESS — Creatures seeing it must turn back in dejection and/or surrender to capture or attack unless they save versus magic. Its effects last for 3 to 12 turns.

PAIN — Creatures affected suffer -4 on "to hit" dice and -2 on dexterity ability score due to wracking pains. The effects last for 2-20 turns.

PERSUASION — Creatures seeing the symbol become of the same alignment as and friendly to the cleric who scribed the symbol for from 1 to 20 turns unless a saving throw versus magic is made.

The material components of this spell are mercury and phosphorus. (cf. eighth level magic-user symbol spell.)

Wind Walk (Alteration)

Level: 7
 Range: Touch
 Duration: 6 turns/level
 Area of Effect: Special

Components: V, S, M
 Casting Time: 1 round
 Saving Throw: None

Explanation/Description: This spell enables the cleric, and possibly one or two other persons, to alter the substance of his or her body to cloud-like vapors. A magical wind then wafts the cleric along at a speed of up to 60" per turn, or as slow as 6" per turn, as the spell caster wills. The *wind walk* spell lasts as long as the cleric desires, up to a maximum duration of 6 turns (one hour) per level of experience of the caster. For every 8 levels of experience the cleric has attained, up to 24, he or she is able to touch another and carry that person, or those two persons, along with the *wind walk*. Persons *wind walking* are not invisible but appear misty and are transparent. If fully clothed in white they are 80% likely to be mistaken for clouds, fog, vapors, etc. The material components of this spell are fire and holy/unholy water.



